Florida Wing



Cadet Competition



Florida Wing Cadet Competition 2002 Color Guard and Drill Team Civil Air Patrol, United States Air Force Auxiliary

REPLY TO

ATTN OF: JAIME ROJAS, CAPT CAP

SUBJECT: Florida Wing Cadet Competition 2002 OPERATIONS ORDER

T0: ALL UNITS

- 1. MISSION: The Florida Wing will conduct its annual Cadet Competition activity on Saturday, 20 October 2001 through Sunday, 21 October 2001. The activity will take place at Patrick AFB in Satellite Beach, Florida. Registration will begin at 0800 hours on 20 October 2001. Participating teams should plan to report to the Base Theater between 0800 and 0830 for registration. Teams should not arrive prior to 0800 hours. Dismissal will be at or around 1900 hours on Sunday, 21 October 2001. The winning teams (Color Guard and Drill Team) will be expected to represent the Florida Wing at the Southeast Region Cadet Competition which will be held February 2002.
- 2. COMPETITION RULES AND GUIDELINES: Teams wishing to compete in this year's Cadet Competition must be familiar with the contents of the Florida Wing Cadet Competition Guide dated 01 JUL 2001.
- 3. ELIGIBILITY AND APPLICATION PROCEDURE FOR TEAMS: Please refer to the Florida Wing Cadet Competition Guide dated 01 JUL 2001 for eligibility and application procedures. All forms, monies, and correspondence are to be sent to:

CIVIL AIR PATROL/FWCC 2002 7797 West 29 Lane #101 Hialeah, Florida 33018

DEADLINE for submission of CAPF 7, CADET LISTING FOR SPECIAL ACTIVITIES (dated Nov 96), and \$20 registration fee per team member /senior (payable to "Civil Air Patrol") is Friday, 28 Sepember 2001. Please do not mail applications to the Florida Wing Address. The registration fee after 28 September 2001 is \$30.

4. ELIGIBILITY AND APPLICATION PROCEDURE FOR ALTERNATE COMPETITION: Please refer to the Florida Wing Cadet Competition Guide dated 01 JUL 2001 for eligibility and application procedures. All forms, monies, and correspondence are to be sent to:

CIVIL AIR PATROL/FWCC 2002 7797 West 29 Lane #101 Hialeah, Florida 33018

DEADLINE for submission of CAPF 7, CADET LISTING FOR SPECIAL ACTIVITIES (dated Nov 96), and \$20 registration fee per cadet /senior (payable to "Civil Air Patrol") is Friday, 28 Sepember 2001. Please do not mail applications to the Florida Wing Address. The registration fee after 28 September 2001 is \$30.

5. SENIOR & SPECTATOR ATTENDANCE: Senior members and spectators planning on attending in order to assist with the operation of the activity should send an email to: jmj0305@aol.com OR call (305) 557-0080 [day] or call (305) 823-4536 [night] in order to fax a letter of intent (need not be fancy - a fax number will be given to you when you call). The application fee for senior members and spectators is \$20.

6. COST: There is a \$20 per cadet /senior non- refundable registration fee to Florida Wing, which must be submitted with the CAPF 7 and/or CAPF 31 that is sent to the Florida Wing Cadet Competition address. Senior walk-ins and guests will be accepted, it is greatly appreciated if those planning to attend provide notice as noted herein.

BREAKDOWN OF COSTS => All monies collected for this activity will be used for expenses related to providing necessary written materials such as tests, answer sheets, pens, pencils, blank paper for results, tabulations, trophies, etc. and to support the Field day exercise on Saturday night as well as an awards banquet/meal which will culminate the activity. Excess monies, if any, will be used to help defray costs of sending winning teams to the Southeast Region Cadet Competition. As always, an after activity accounting will be available upon request.

CHECKS PAYABLE TO: "Civil Air Patrol"

7. TRANSPORTATION: Transportation is not provided to and from this activity; it is the responsibility of the individual units /members.

Those units with corporate vehicles are asked to help support this activity by providing transportation between buildings during the activity (in other words, show up with those CAP vans, please...).

8. STAFFING: The project officer for the activity is Captain Jaime Rojas. Questions regarding Florida Wing Cadet Competition 2002 can be directed in one of the following ways:

via email (pref): jmj0305@aol.com

voice: (305) 557-0080 [day] or call (305)823-4536 [night]

Address: Civil Air Patrol/FWCC2002

7797 West 29 Lane #101 Hialeah, Florida 33018

Inquiries will be forwarded to the appropriate party or parties.

9. UNIFORMS: Uniform requirements are outlined in the Florida Wing Cadet Competition Guide dated 01 JUL 2001.

10. BILLETING: Billeting is not provided by the activity. Accommodations, are the responsibility of the individual members.

A block of 40 rooms have been reserved for the evening of 20 October 2001 at the Days Inn at Satellite Beach. The rate for these rooms is \$42 per night (need a copy of tax exempt paperwork). Those interested must call (800) 325-2525 to reserve rooms - tell them you are with the "CAP-Florida Wing". Reserved rooms can be guaranteed with a (your) credit card number. DO NOT DELAY - THESE ROOMS WILL BE FIRST COME FIRST SERVE.

11. EMERGENCY CONTACT: In the event that anyone needs to contact the activity on the day of the activity, the emergency contact number will be: (305) 978-4927. This number is for emergency use only.

Jaime Rojas, Captain, CAP

Project Officer

Florida Wing Cadet Competition 2002

Chapter 1

FLORIDA WING CADET COMPETITION GUIDE

1-1. General.

This guide has been developed to aid those wishing to be selected to represent the Florida Wing at the Southeast Region Cadet Competition. It has been formatted by combining the previously published (and now outdated) National Headquarters CAPM 50-16, Chapter 16, "National Cadet Competition"; CAPM 50-16, Attachment 2, "Volleyball Rules"; CAPM 50-16, Change 1, Chapter 17, "National Color Guard Competition"; CAPM 50-16, Change 1, Attachment 4, "Manual of Arms"; and CAPM 50-16, Change 1, Attachment 5, "Drill Routine."

Most of this guide has been taken directly from these published materials. There are subtle changes, which may be found throughout the publication. Those wishing to excel while competing in the various events should make careful attention to its contents. This guide is not intended for use while at competitions hosted by higher echelons. Refer to the National Website at http://www.capnhq.gov/ for specific guidelines regarding National related events. This guide may be supplemented or amended, prior to or during the competition, at the discretion of the project officer.

1-2. Composition.

The Florida Wing Cadet Competition (FWCC) is composed of three separate competitions: The Florida Wing Drill Team Competition (FWDT), the Florida Wing Color Guard Competition (FWCG), and the Florida Wing Alternate's Competition (FWAC). Each competition is outlined in separate chapters of this guide. Attachments related to the separate events have been placed at the end of each associated chapter.

1-3. Participation.

The FWDT and FWCG competitions will take place during one single activity; therefore, cadets participating in the activity are restricted to participation as a part of one team during the overall competition. As an example: a cadet member of a color guard team may not participate as a member of a second color guard or as a member of a drill team, likewise, a cadet member of a drill team may not participate as a member of a second drill team or as a member of a color guard team. This restriction is in place due to the logistical consequences of allowing multi-team participation. Cadets not competing as part of a drill team or color guard will automatically be entered into the FWAC competition. Units may send any number of cadets to compete in the FWAC competition.



Chapter 2

FLORIDA WING DRILL TEAM COMPETITION

2-1. General.

This chapter describes format and procedures for conducting the Florida Wing Drill Team Competition (FWDT).

- To be eligible to compete in the FWDT a team must ensure a CAPF 7 (dated Nov 96) listing the team arrives at the Florida Wing DCP office no later than 1 October. The CAPF 7 must include name, rank, serial number, unit charter number, and home address of the 13 cadets, the two escorts along with name and business telephone numbers for the team escorts. The unit commander is responsible for providing a photocopy of each team member's current CAPF 59-1, 59-2, or 59-3, as applicable, showing the certifications of achievements earned to date. These forms will be provided to the FWCC staff during check-in process prior to the event. These forms are necessary in order to certify the appropriate achievement for the physical fitness portion of the competition. Failure to submit to appropriate phase certification form for a team member will result in their recordation as an Achievement 16 cadet for the purposes of the physical fitness competition.
- b. The FWDT is based on traits of leadership and personal responsibility. Any behavior contrary to the highest standards will not be tolerated and may result in an individual team member or an entire team being disqualified

2-2. Participants.

Participants from each unit are limited to:

- a. A team of 13 cadets who are listed on the September monthly membership list prior to the competition. NOTE: Unit commanders may augment their respective team with cadets from any unit in the wing.
 - (l) All 13 team members will compete in all competitive events.
 - (2) No substitution of team members will be allowed unless otherwise authorized by the project officer.
- b. Two senior member escorts, selected by the unit commander. NOTE: If the team is comprised of both male and female cadets, one male and one female escort will be required. Escorts will be billeted with the team, carrying out the responsibilities assigned to them by the project officer.
- c. The unit commander of a competing team or a designated representative. (A designated representative

for the unit commander should be used when the unit commander is unable to personally attend the FWDT.)

2-3. Spectators.

Spectators are invited and encouraged to attend the FWDT. They must understand they are spectators only and will not be involved in the competition unless requested by the project officer.

2-4. Events.

The FWDT consists of three areas which include seven scored events as follows:

- a. Drill
 - (l) In-ranks Inspection
 - (2) Innovative Drill
 - (3) Standard Drill
- b. Physical Fitness
 - (l) Volleyball
 - (2) Mile Run
- c. Cadet Bowl
 - (l) Written Examination
 - (2) Panel Quiz

2-5. Scoring:

- a. The rank placement method of relative scoring will be used for the placement of teams in each event of the FWDT. The lowest rank placement score achieved by a team for the seven events, listed above will be declared the winner of the FWDT. In case of a tie for first or second place, the rank placement finish of the in-ranks inspection will be referenced to break the tie. If the teams are still tied, the order of finish in the panel quiz will be used to break the tie.
- b. To understand the rank placement method of scoring one must first be familiar with the team's raw score. A raw score is a directly derived numerical score. As an example, if a test has 100 questions, each question is worth one point, and answering 90 questions correctly would be a raw score of 90.
- c. Rank Placement Scoring. Rank placement scoring is one method of scoring. It is expressed as the number of positions from the top of the group. As an example, if we wanted to determine the rank placement scores for five teams from their raw scores for an event, the raw scores

must be arranged from the highest to the lowest. If the raw scores in this example were 99, 97, 92, 84, and 78, the score 92 would be expressed as a rank placement score of 3 or the third highest score of the total number of scores. For another example; if two or more scores are identical, 94, 88, 82, 76, 76, 76, 72, and 66, the rank placement of the score 76 is 4 or fourth position from the top.

For the in-ranks inspection, standard drill, innovative drill, written examination, and measured mile run raw scores will be converted to rank placement scores to determine each team's score for each event. The panel quiz and volleyball rank placement score for each team will be determined by the order of finish.

2-6. Awards.

Awards for the FWDT will be provided by Florida Wing as listed below:

- a. Event Awards:
 - (1) Florida Wing Drill Team Sweepstakes Award—first, second, and third place teams in the overall competition.
 - (2) In-ranks Inspection Award—first and second place teams in the in-ranks inspection.
 - (3) Innovative Drill Award—first and second place teams in the innovative drill.
 - (4) Standard Drill Award—first and second place teams in the standard drill.
 - (5) Volleyball Award—first and second place teams in the volleyball competition.
 - (6) Mile Run Award—first and second place teams in the mile run.
 - (7) Fleet Foot Awards—fastest run times for male and female.
 - (8) Written Examination Award—first and second place teams in the written examination.
 - (9) Written Examination High Score Award—given to the cadet who scores the highest in the written examination.
 - (10) Panel Quiz Award—first and second place teams in the panel quiz.

- b. FWDT Special Team Award. The FWDT staff will nominate the team whose overall bearing, appearance, and attitude are the best throughout the competition. Input will be requested from each team for use in making this selection.
- c. FWDT Outstanding Cadet Award. The FWDT staff will nominate the cadet who should be recognized for top leadership qualities, appearance, attitude, and demonstrated performance. The cadet chosen will be considered as most exemplary of the spirit of the competition. Input will be requested from each team for use in making this selection.
- d. A third place award may also be given for those events identified in paragraph 26a(2), (3), (4), (5), (6), (8), and (10) at the discretion of the project officer.

2-7. Uniforms:

- a. The authorized cadet uniform for male cadets will be the short sleeve blue shirt (with epaulets), tie, and blue slacks (all male members for a specific team must be in the same style shirts and each will wear the same style headgear.) For female cadets the authorized uniform is the short sleeve blue blouse with tab and blue slacks (all female members for a specific team must have the same style blouse, tab, and headgear.) Ribbons will be worn. The above uniforms are to be worn for the drill competition, panel quiz, and the awards banquet.
- b. Volleyball and Measured Mile Run. Males will wear athletic shorts and shirts, athletic shoes, and socks. Females will wear athletic shorts and shirts, athletic shoes, and socks. Athletic shoes worn during the volleyball competition must be specifically designed for indoor court wear and have non-marking soles. Running shoes or athletic shoes designed for outdoor use will not be worn, except during the mile run. Knee pads are suggested during the volleyball competition, and participants wearing glasses should have them secured with a sports strap.

2-8. Cadet Drill Competition.

The drill portion of the competition consists of three events: in-ranks inspection, innovative drill, and standard drill.

- a. Sequencing of Contest Procedures:
 - (1) The order in which the teams will perform will be randomly determined at the initial team commanders' meeting. Team commanders will be provided with a packet containing score sheets, mile run shirt numbers, etc. which will be required for the

- various events during this meeting. Team commanders are responsible for providing their unit commander or designee with these materials, as applicable, prior to the "call to the field."
- (2) The cards containing the required commands and sequence for the standard drill are given to the team commanders at the initial meeting. All cards will contain the same commands and sequence. The commands chosen for this event will be selected from those contained in attachment A2. Refer to AFMAN 36-2203 for appropriate usage of each command listed.
- (3) Call to the Field. The chief judge will signal for a team to be called to the field. The team marches onto the field from the judges' right and halts twelve paces at the front and center of the chief judge's position. Vocalization by the team or the calling of cadence is not allowed during the call to the field. The unit commander or designated representative will provide the judges with the appropriate score sheets for that event, refer to Attachment A1, while their respective team is answering the "call to the field." (Each succeeding team answers the "call to the field" in the same manner.)
- b. Cadet Drill Team Commander. The drill team commander's voice, appearance and bearing, control of team, and manner of reporting are judged only as they affect team performance.
- c. Penalties. Penalty points are assessed for stepping out of bounds, not completing movements in sequence and/or totally omitting a required movement. Penalty points are also assessed for exceeding the specified time limits for drill events; using music, noise making equipment, rifles, sabers; cadence calling/vocalization during recall to the field or after completion of the routine.

The penalty loss for the above offenses is cumulative; maximum loss in points resulting from all offenses is 300 points (i.e.: regardless of the number of boundary infractions only one 50 point penalty will be assessed for stepping out of bounds; likewise, only one 50 point penalty will be assessed for not meeting the time requirements; and only one 50 point penalty will be assessed for not maintaining the sequence of the commands, etc.).

Only two of the above offenses are applicable during the In-Ranks Inspection portion of the Drill Competition: movements out of sequence and/or omitting required movements. The maximum cumulative penalty loss for In-Ranks Inspection is 100 points. Penalties assessed for the above will be taken from the chief judge's score sheet.

d. Competition Officials:

- (1) To ensure the most objective evaluation a minimum of three judges will be assigned. The project officer designates one of the judges as chief judge. One female judge should be assigned, if possible. In no case will a relative of any participating drill team member be selected or any person who has any affiliation with a competing unit.
- (2) In addition to judges, a timekeeper and a recorder will be needed. The timekeeper's primary function will be to record the total time a unit uses during its routine and to notify the chief judge of time used. The recorder is responsible for collecting the judges' scoring records, checking records for accuracy, ensuring that the sheets are certified with the appropriate signatures and providing the individual score sheets to the project officer or designee for tabulation.
- (3) Judges will familiarize themselves with the standards.
- e. In-Ranks Inspection. The team will be judged on the following items:
 - (1) Personal appearance.
 - (a) Haircut of male cadets and hair styles of female cadets must meet standards shown in CAPM 39-1.
 - (b) Female cadets may wear cosmetics that are in good taste and complement their complexions.
 - (c) Articles are not allowed in the pockets of shirts. Only flat, non-bulky items may be carried in pant's pockets.
 - (d) The correct posture for a cadet in the inranks inspection is the position of attention.
 - (2) Military Bearing. The score awarded for this item reflects the judges' overall impression of the military bearing displayed throughout the inspection phase of the contest.
 - (3) Report for Inspection. With the team exactly twelve paces in front of the chief judge's position, the team commander, who is stationed three paces from the team, commands "HALT," then "Left, FACE." At the same time, the team commander faces right, executes an about face, takes three paces forward, halts, salutes, and reports, "Sir/Ma'am, the ______ drill team reports for inspection."

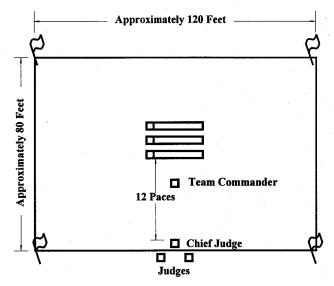
The chief judge returns the salute and commands, "Prepare your team for inspection." The team commander salutes, does an about face, and commands, "Open Ranks, MARCH." The team commander proceeds and aligns the flight. Once the flight is aligned the team commander will march three paces beyond the front rank, halt, face to the left and command "Ready, FRONT." The team commander then takes one step forward and faces to the right in a position in front of the first element leader.

(4) The Inspection. With the chief judge in front, all judges march directly toward the team commander and halt three paces in front of the team commander. The team commander reports, "Sir/Ma'am, the team is prepared for inspection." The chief judge commands, "Very well, maintain your position," and the judges proceed with their inspection. To speed the process, judges should arrange their inspection paths so that each element is being inspected simultaneously. As the judges complete the inspection tour, each judge marches directly to the positions occupied prior to the beginning of the inspection. The chief judge reports to the team commander, "The inspection is concluded," and the team commander salutes the chief judge. The judges march back to their original station by the most direct route. At the same time, the team commander commands the team to close ranks, takes the position front and center of the team, commands, "Right, **FACE,"** and then marches the team from the field.

f. Innovative Drill:

- (1) This is a form of drill that is innovative and creative in nature. Teams will use no music or noise-making devices during the performance. There will be **no team vocalization, other than counting cadence**, allowed during innovative drill. Rifles, sabers, flags, or similar objects are prohibited.
- (2) Innovative Drill Movements. There are no standardized team movements required in innovative drill, however all movements whether individual or team, must be found in the CAP Drill and Ceremonies Manual (AFMAN 36-2203). A maximum of five and minimum of three minutes are allowed for the innovative drill.
- (a) Cadence. The criterion for evaluating cadence is not whether the cadence is slow, fast or changes but how precise the team is in execution of the cadence.

(b) Individual Element Movements. The individual elements may move independently of each other. The judging is on precision, smartness of execution and how well the elements are positioned



when they again come together as a team.

Figure 2-1. Layout of Drill Field

- (c) Individual Cadet Movements. Just as the elements may move independently of each other, so may the cadets. In some cases it may seem that individual members may be moving in every direction completely independent of each other. The point to remember, and evaluate, is that, eventually the members must come back together into elements, and the elements must reform into a team.
- (3) Recall to the Field. The recall to the field for innovative drill will be identical to the original call to the field as in paragraph 2-8a(3).
- (4) Report for Innovative Drill. With the team twelve paces in front of the chief judge's position, the team commander, who is stationed three paces from the team, commands, "HALT," then "Left, FACE." At the same time, the team commander faces right, executes an about face, takes three paces forward, salutes, and reports "Sir/Ma'am, the halts, drill team reports for innovative drill." The chief judge returns the salute and commands, "Begin the drill." The team commander salutes, does an about face, commands the drill team. "Present, ARMS," performs an about face and salutes the judges holding the salute until the chief judge commands, "Continue the drill." The drill team commander does an about face, commands, "Order, ARMS," and proceeds with the innovative

- drill. The timekeeper starts timing the five minutes allowed at the command, "Order, ARMS."
- (5) Conclusion of Innovative Drill Performance. The drill team commander maneuvers the team back to a position twelve paces front and center of the judges' position and halts the team there. Next, the team commander faces the team toward the judges, salutes the head judge and reports "Sir/Ma'am the ______ drill team has concluded innovative drill." When the chief judge returns the salute, the team is dismissed and the team commander will march the team off the field to the judges' left. The timekeeper stops timing when the team commander salutes the chief judge signifying completion of the drill.

g. Standard Drill Performance:

- (1) Standard Drill Movements. Drill movements contained in the CAP Drill and Ceremonies Manual (AFMAN 36-2203) will apply at the FWDT (refer to attachment A2 for a list of possible commands). Standard drill movements must be completed in five minutes. Prior to this event, the team commander is given a card containing the required commands and movements and sequence to be evaluated as outlined in paragraph 2-8a(2). The movements must be done in the order on the card but may be intermixed with additional commands and movements at the discretion of the team commander to use the drill field properly. The commands need not be memorized and no penalty will be assessed for left hand movement while reading the card during the drill sequence. A maximum of five and minimum of three minutes are allowed for the standard drill.
- (2) Recall to the field. The recall to the field for standard drill will be identical to the original call to the field as in paragraph 2-8a(3).
- (3) Report for Standard Drill Performance. With the team twelve paces in front of the chief judge's position, the team commander, who is stationed three paces from the team, commands, "HALT," then "Left, FACE." At the same time, the team commander faces right, executes an about face, takes three paces forward, halts, salutes, and reports "Sir/Ma'am, the _______ drill team reports for standard drill." The chief judge returns the salute and commands, "Begin the drill." The team commander salutes, does an about face, commands the drill team, "Present ARMS," performs an about face and salutes the judges holding the salute until the chief judge commands, "Continue the drill." The drill team commander does an about face, commands,

- "Order ARMS," and proceeds with the standard drill movements contained on the card. The timekeeper starts timing the five minutes allowed at the command, "Order, ARMS."
- (4) Execution of Drill Movements. The team commander takes the team through all standard movements in sequence shown on the card. Team commanders give commands for each movement their teams perform. Movements are made in the standard cadence of 100 to 120 steps per minute.
- (a) In-Place Movements. These include all facing movements, present and order arms, and rests. Attention should be given to cadence, precision, and smartness.
- (b) Forward Marches. Judges should monitor closely any anticipation of command and deduct points accordingly.
- (c) Left and Right Step Marches. Cadence and unison of heel clicks are the principal factors to judge these movements; there is a natural tendency for team members to increase cadence if the movement is prolonged.
- (d) Extend and Close Marches. From the halt, extend, and close march, errors are likely in cadence and in the number and stride of the side steps taken. When the team is marching, the command of execution should be given at the moment the right foot strikes the ground, and the drill team's first and second elements should make their pivotal movements sharply, while keeping proper alignment. Judges should be aware of possible changes in cadence while the team marches at half step.
- (e) Column Movements. As each element arrives at the 90, or 45, degree pivot point of a column movement, pivot persons should step off sharply with a normal 24-inch step and begin the half step. Throughout the movement, heads and eyes should be directly to the front, although the tendency for some is to look down or to the right or left in an effort to maintain proper alignment. Column movements are not to be performed in inverted column, in line or inverted line formations.
- (f) Flanking and To-the-Rear Marches. These are done without variation in alignment or "dipping" of the body. Judges will detect dipping movements easily by observing the plane established by the team members' caps.

- (g) Halts. Heels should be brought together sharply in perfect unison, and all body movements should stop. There should not be any attempt to establish proper alignment after the movement is concluded.
- (5) Conclusion of Standard Drill Performance. Procedures for the conclusion of standard drill are identical to the conclusion of innovative drill as in paragraph 2-8f(6).

h. Scoring.

- (1) Each of the individual events (in-ranks inspection, innovative drill, and standard drill) will be scored separately by each judge. Following the completion of each event, the recorder will collect the scoring records (attachment A1) from each judge, ensure that the sheets are certified with the appropriate signature and provide the individual score sheets to the project officer or designee for tabulation.
- (2) Event Ties. Once tabulated and in case of a tie for first place in any event, the rank placement finish for the in-ranks inspection will be referenced to determine the winner. In the event the teams are still tied, objective rules will be set by the project officer to determine the winner for the event.
- (3) Drill Competition Tie. In case of a tie for first or second place in the overall drill competition, the rank placement finish for the in-ranks inspection will be referenced to determine the winner. If two or more teams are still tied, the rank placement finish for the standard drill will be referenced to break the tie. If the tie is still not broken, the rank placement finish of the innovative drill will be used to determine the drill competition winner.

2-9. Physical Fitness.

The physical fitness portion of the competition consists of volleyball and a mile run. Please refer to paragraph 2.1a regarding the submission of phase certification forms for each team member.

- a. Volleyball Match. The volleyball competition will be conducted in a round-robin or double elimination tournament as time, facilities and/or number of teams permit. Matches will consist of one game to 12 points.
 - (1) Rules and definitions. The rules and definitions for volleyball are listed in attachment A3.

(2) Scoring. The tournament order of finish determines a team's rank placement score. The winloss record of each team will determine order of finish.

b. Mile Run:

- (1) Starting Order. The starting order of teams will be determined by a drawing conducted at the initial team captain and escort meeting.
- (2) Officials. Competition officials will include one starter/judge, two timekeepers, and two recorders.
- (3) Scoring. The team placement will be based on the final score, which is a combination of the actual scores attained by the team members versus their required achievement point scores. The score for each cadet is the difference between his/her actual score and his/her required achievement point score for the mile run (see the Achievement to Point Conversion Table in attachment A5, points taken from CAPM 50-18), and is based on a 100-point scale. Refer to the modified CPFT Score Table contained in attachment A5 of this manual for time to point conversions.

If a team has fewer than 13 cadets present for the mile run, regardless of the reason, the cadet or cadets not present will receive a score of -62 for the mile run.

- (4) Event Ties. In case of a tie for first place in the mile run, the fastest individual time on the tied teams will be used to break the tie. However, the tie will be broken only to determine the recipient of the event award and will not affect the rank placement score.
- c. Physical Fitness Ties. In case of a tie for first or second place in the physical fitness competition, the rank placement score for the mile run will be referenced to break the tie.

2-10. Cadet Bowl Competition.

The cadet bowl portion of the competition consists of a written examination and a panel quiz.

a. Written Examination. The written examination (see attachment A4) will consist of 50 to 100 multiple-choice questions selected to test knowledge in the following areas: (1) aerospace education requirements in Phase II of the program; (2) leadership requirements in Phases I and II of the program; (3) general knowledge of the Civil Air Patrol Corporation, including history, mission, and

organizational structure; and (4) general knowledge of current events.

- (1) The test is administered to all cadets concurrently. At the time prescribed, the doors to the testing area will be closed, and only cadets present will be administered the exam. A time limit of 45 to 90 minutes will be in effect, with cadets leaving the room upon completion of the exam; once cadets have left the exam room, they will not return.
- (2) Officials. Competition officials will include one examiner and three scorers/recorders.
- (3) Scoring. The total number of questions answered correctly by a team will be used to determine the rank placement score for each team. If a team has less than 13 cadets present for the written examination regardless of the reason, the cadet or cadets not present will receive a score of 0 points for the written examination.
- (4) Event Ties. In case of a tie for first place in the written examination, the best individual raw score or scores in sequence will be referenced until the tie is broken. The tie will be broken only to determine the recipient of the event award and will not affect the rank placement score.

b. Panel Quiz:

- (1) The panel quiz is an event in which teams of three cadets participate in a round robin tournament based upon the format described here and in attachment A4.
- (2) Rules and Definitions. To allow the maximum number to participate in the panel quiz, each unit

- must use all cadets of the team at least once and no cadet more than twice during the competition. Units will provide team lists to the judges when requested after arrival.
- (a) The panel quiz will test rapid recall of facts in the same areas listed in paragraph 2-l0a including current events.
- (b) During each panel quiz two types of questions are asked. First, a ten-point "toss-up" question, with each team having an opportunity to answer. The first team member signaling will be allowed five seconds to answer the question. No discussion between team members is permitted on a "toss-up" question. A correct answer will earn the team ten points. An incorrect answer results in a tenpoint penalty, plus an opportunity for the other team to answer the question. When a team answers a "toss-up" question correctly, they will be asked a bonus question worth five points. On a bonus question, a maximum of ten seconds will be allowed for team discussion. A single team answer is given. There is no penalty for incorrect answers on bonus questions.
- (c) A panel quiz match consists of 10 "toss-up" style questions with no overall time limit on the match. In the event of a tie, the contest will go into "sudden-death" with "toss-up" style questions asked. The team signaling first will have an opportunity to answer each tie breaker question. Each correct answer is worth one point; an incorrect answer results in a one-point penalty. The "sudden-death" portion will continue until a correct or incorrect answer is given and a winner is determined.
- (3) Scoring. The tournament order of finish determines a team's rank placement score.

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Drill Competition Scoring Record – Judge #_____

Standard Drill

Team: _											
Maximum Score: 1000 poin	nts										
Section I: Performance of	Commands	Poor	,			A1	vφ				Best
In-Place Commands	Crisp, Together	10	20	30	40	50	60	70	80	90	100
Marching	Sharpness	10	20	30	40	50	60	70	80	90	100
Turning Movements	Precision	10	20	30	40	50	60	70	80	90	100
I utiling moremene	Treason	10						ction I			100
Section II: Precision of Ex	xecution	Poor				Aı	vg				Best
Execution	Dress, Cover, Distance	10	20	30	40	50	60	70	80	90	100
Uniformity	Standardization	10	20	30	40	50	60	70	80	90	100
Cadence	Consistency	10	20	30	40	50	60	70	80	90	100
Posture	Naturalness	10	20	30	40	50	60	70	80	90	100
I Obtail	<u> </u>	10						tion II			100
					•	(Viai i	UI DEC	HUII II	• —		
Section III: Military Bear		Poor				A_1	vg				Best
Verbal Commands	Voice, Quality	10	20	30	40	50	60	70	80	90	100
Poise	Espirit, Recovery	10	20	30	40	50	60	70	80	90	100
Report/Dismissal	Voice Quality	10	20	30	40	50	60	70	80	90	100
	<u> </u>				T	otal fo	r Sect	ion III	:		
Objective Dequirements											
Objective Requirements	* 1 .									T = 7	ът
Team marches onto drill pad from	0									Yes	No
Team halts 12 paces from and ce)								Yes Yes	No No
CC calls left face; CC faces right; CC three paces forward, reports to										Yes	No
CC three paces forward, reports to		(n)	HP.	HH	7	1	6.		!	Yes	No
CC about face, can's Flesent Afri			AHA	HL	7 	11	1		!	Yes	No
Team performs list of stand		.8			=	+	77		!	Yes	No
Team halts 12 paces from and ce		FA	IR F	-00		4	111		!	Yes	No
CC faces team toward judges, sa			te	- YY	0	< //	//			Yes	No
Team marches off field	futes (Time Stops), an	id report	10		£4.					Yes	No
Team materies on new	Co Total	Numb	per of	"Ves"	Ohjec	tive R	eanire	ements		105	110
	112/12	TVUITE	KI OI		Objec	W. 1	Cquire	Лиси	• —		
Section IV: Penalties	113/	1		Sec. 1	У	1					
Music, Noise-making equipment	, rifles, sabers		(LALIAN	R.		1/10	_///_				-50
Under minimum 3 minutes or Ove	r maximum 5 minutes			333		1 1 =	M < M				-50
Stepping out of bounds	2	6	7	1			nil				-50
Cadence calling/vocalization dur	ing recall to field or af	fter com	pletion	of routir	ne -		2				-50
Movements out of sequence		1	/ W v	V I		- //	111			<u> </u>	-50
Omitting required movements		11		1 1			///				-50
	11 1/2	1			472	To	tal Per	nalties	:		
Comments:	- 11 11 -	-		-/-	. /	-	/				
Comments.			Same of the same o		1//	_//	7				
	// C:	-	~		20	///					
	1 V	11		505	1						
		- A	WR.	PAT							

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Drill Competition Scoring Record – Judge #_____

Innovative Drill

Tean	n:										
Maximum Score: 100	00 points										
Section I: Concept		Poor				Aı	·σ				Best
Originality Originality	Creativity	10	20	30	40	50	60	70	80	90	100
Difficulty	Complexity, Intricacy	10	20	30	40	50	60	70	80	90	100
	1 0						for Sec	ction I			
Section II: Performa	ınce	Poor				Aı					Best
Execution	Dress, Cover, Sequice	10	20	30	40	50	60	70	80	90	100
Appearance	Snap, Precision, Sharpness	10	20	30	40	50	60	70	80	90	100
Conformance	Standard Movmnts IAW AFM	10	20	30	40	50	60	70	80	90	100
Uniformity	Standardization of movement	10	20	30	40	50	60	70	80	90	100
Cadence	Consistency, Timing	10	20	30	40	50	60	70	80	90	100
- Cuuciico	,, ,		1		7		or Sec	tion II			
Section III: Military	Regring	Wors	ı <i>t</i>		-	Aı			•		Best
Verbal Commands	Voice, Quality, Control	10	20	30	40	50	60	70	80	90	100
Professionalism/Poise	Espirit, Confidence, Recovery	10	20	30	40	50	60	70	80	90	100
Report/Dismissal	Voice Quality, Control	10	20	30	40	50	60	70	80	90	100
Keporu Disinissai	voice Quanty, Control	10	20	30				ion III		70	100
Objective Requireme					•		I Secti		•		
Team marches onto drill pa										Yes	No
-	and centered on Chief Judge			_						Yes	No
CC calls left face; CC face										Yes	No
CC three paces forward, re		100	VP.	ИПЪ		-				Yes	No
CC about face, calls Prese		LU.	M	HIL						Yes	No
	about face, calls Order Arm	S				1	-			Yes	No
1	vative drill movements	- A	18 6	-0-		4	#			Yes	No
	and centered on Chief Judge		1111	UR		-/	/			Yes	No
	ges, salutes (Time Stops), an	d repor	ts	-	50		7			Yes	No No
Team marches off field	// TP/4-1	NI1	P.	6 X 799	OI.	2.2.	•	4		Yes	No
	11/0~// 23-	Num	oer of	Y es	Objec	uve K	equire	ements	·		
Section IV: Penaltie		- 79				1	///				
Music, Noise-making equi		- 1		2		-11	-//				-50
	or Over maximum 5 minutes					I	> _				-50
Stepping out of bounds			V.\	2			3 L				-50
<u> </u>	on during recall to field or af	ter com	pletion	of routin	ne •	\$ <u>-</u>	$\leftarrow \parallel \perp$				-50
Movements out of sequer		1	<u> </u>				-11				-50
Omitting required moveme	ents	11	ها البر	1.1	1	/_	#	14.			-50
	11 11 45	1			1/4	To	tai Pei	nalties			
Comments:	11 //	-		1	- //	-//	/				
Comments.	CIV	1/ /	VR VR	PAT	RO						

Attachments A1 - Page 3

Drill Competition Scoring Record – Judge #____

In Ranks Inspection

Team:				•								
Maximum Score: 1000 p										_		
-						4					- ,	
Section I: Uniform Wes	1	Poor				A1	-				Best	
Appearance	Cleanliness, Creases	10	20	30	40	50	60	70	80	90	100	
Alignment	Shirt/Trousers, Ribbons	10	20	30	40	50	60	70	80	90	100	
Shoes	Shined, Condition	10	20	30	40	50	60	70	80	90	100	
Headgear	Proper Placement, Insignia	10	20	30	40	Total	60 for So.	70	80	90	100	
Total for Section I:												
Section II: Personal Ap	ppearance	Wors	st			\underline{A}	vg				Best	
Grooming	Hair, Shave, Cosmetics	10	20	30	40	50	60	70	80	90	100	
Conformance	Standardized Appearance	10	20	30	40	50	60	70	80	90	100	
						Total f	for Sec	tion II	:			
Section III: Military Be	earing	Wors	s t			A1	υø				Best	
Report in	Voice Quality	10	20	30	40	50	60	70	80	90	100	
Open/Close Ranks	Sequence, Alignment	10	20	30	40	50	60	70	80	90	100	
Poise	Espirit, Confidence	10	20	30	40	50	60	70	80	90	100	
Posture	Position of Attention	10	20	30	40	50	60	70	80	90	100	
					\overline{T}		or Secti		:			
Ol : Deguinement							_	-	` -			
Objective Requirement										T *7	* T_	
Team marches onto drill pad f									!	Yes	No No	
Team halts 12 paces from and CC calls left face; CC faces right		<u>; </u>								Yes Yes	No No	
CC three paces forward, report	<u> </u>	_	-	me						Yes	No No	
CC three paces forward, report CC about face, calls Open Rat		(0)	HR	\mathcal{H}_{ff}	7	-				Yes	No	
CC aligns flight, marches thre		perform	s Left fa	ace, calls	Ready	Front	1			Yes	No	
CC performs Right Face	o paces from	JOIT		<u>cc,</u>		1	11			Yes	No	
When judges approach, CC re	reports	CA	HI	<u>200</u>		4	///			Yes	No	
When inspection completed,	CC salutes Chief Judge, c				h		/			Yes	No	
CC marches team front and ce	enter, then marches from i	inspecti	ion area	47.0		7				Yes	No	
	// S Total	Numb	oer of '	"Yes"	Objec	tive R	equire	ments	; :			
Section IV: Penalties	11011 4	A STATE OF THE PARTY OF THE PAR	201		\$1. x	X	1					
Movements out of sequence	1/4//	- 17	HAN	<u> </u>		1	-//-				-50	
Omitting required movements		<u></u>		. ś	10	7/7	-11-				-50	
<u> </u>	2	6	1			To	tal Per	nalties	, :			
<u>.</u>	15		you	1		e-1 =	2 #					
Comments:	CIV	TL I	AIR	PAT	RO							

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AVAILABLE STANDARD DRILL COMMANDS

Team Commanders and their teams are expected to know the following commands and be familiar with their proper use.

By The Numbers Without The Numbers

Fall In As You Were Count Cadence Count

At Your Command
At My Command
Parade Rest
At Ease

Rest
Attention
Right Face
Left Face
About Face

Half Right Face Half Left Face Hand Salute Present Arms Order Arms Eyes Right Eyes Left Ready Front

Forward March

Flight Halt

Double Time March Quick Time March

Slow Time March (This command is not specifically covered in AFMAN 36-2203, refer to its definition [1.5.34] and use same procedures as used when going from Double Time to Quick Time)

Mark Time March Half Step March Right Step March Left Step March Change Step March

To the Rear March (Halted)
To the Rear March (Marching)
Left Flank March (Halted)
Left Flank March (Marching)
Right Flank March (Halted)
Right Flank March (Marching)

Route Step March At Ease March

At Close Interval:

Fall In

Dress Right Dress Dress Left Dress Ready Front

Normal Interval:

Fall In

Dress Right Dress Dress Left Dress Ready Front

Cover

Open Ranks March Close Ranks March Front and Center Return to Ranks Count Off (In Line) Count Off (Column)

Close March (Halted)
Extend March (Halted)
Close March (Marching)
Extend March (Marching)

Normal Interval:

Column Right March (Halted) Column Right March (Marching) Column Left March (Halted) Column Left March (Marching)

At Close Interval:

Column Right March (Halted) Column Right March (Marching) Column Left March (Halted) Column Left March (Marching)

Column Half Right March (Halted) Column Half Right March (Marching) Column Half Left March (Halted) Column Half Left March (Marching)

Incline to the Right Incline to the Left

Column of Files From Right: Column of Files From Right: Column Right March Forward March

Column of Files From Left Column of Files From Left: Column Left March Forward March

Column of Threes to the Left Column of Threes to the Right (Refer to the formation of a column of fours, perform same)

Counter March (Marching) Counter March (Halted)

Dismissed Fall Out

Team commanders and their teams must be familiar with the following flight formations: In Column, In Line, Inverted Column, and Inverted Line. The commands listed above must be performed in the appropriate flight formation as outlined in AFMAN 36-2203.

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FWDT VOLLEYBALL RULES

SECTION I: DEFINITIONS

- 1. BLOCK. A block is a defensive play by front row players in an attempt to intercept a spike or intended spike as it crosses the net. It includes raising a hand or hands over the head without attempting to spike.
- 2. BLOCKER. A player performing or attempting a block.
- 3. DEAD BALL. A ball is dead after a point, side out, or any other decision temporarily suspending play. A ball is not dead until an official's whistle has blown, or the ball strikes the ground or any object outside the court. A dead ball ends when the ball is served.
- 4. ERROR. An error is a lack of playing proficiency.
- 5. FOUL. A foul is an act of violating a game rule
- 6. GAME. A game is won when a team scores 12 points, provided they have a two-point advantage. If a team does not have a two-point lead, the game will continue until one team leads by two points, in which case that team will be declared the winner.
- 7. HARASSING. Any action by a team member, visible or audible, which interferes with, or is intended to interfere with, an opponent's attempt to play the ball. Harassing includes stamping the feet, shouting, or waving the arms when an opponent is about to play the ball. During the serve, it includes jumping or shouting so as to distract the opposing team.
- 8. MATCH. Competition format will be decided by the project officer or designee and will be announced prior to the beginning of the volleyball tournament.
- 9. PLAY-OVER. A play-over is the act of putting the ball in play again without awarding a point or side out. The following are examples of situations calling for play-over: (1) outside interference with the game, such as a ball other than game ball rolling onto court; (2) inadvertent whistle by officials; (3) double fouls; and (4) player injury.
- 10. SIDE OUT. A side out denotes loss of serve. When a side out is called, the serve changes from one team to the other.
- 11. SPIKE. A spike is a hard-driven ball at or above the top level of the net and hit horizontally or toward the ground.
- 12. UNSPORTSMANLIKE CONDUCT. Any team member who makes derogatory remarks about or to opponents or officials, persistently challenges the officials decisions, or commits acts derogatory to the officials or attempts to

influence their decision, shall be guilty of unsportsmanlike conduct.

SECTION II: FIELD OF PLAY

- 1. Volleyball Court. The volleyball court is rectangular and measures 30 feet by 60 feet. The court is divided by a center line that extends to infinity (see figure A3-1).
- 2. Net and Tape. The net is directly along the center line of the court and is eight feet high. It extends beyond the side lines. There is a vertical tape marker on each side of the net one volleyball width away from the outside edge of the sidelines. There is a wand attached to the vertical tape marker (see figure A3-1).

SECTION III: GAME OFFICIALS

- 1. Two of officials will be utilized, when possible, to officiate a match: a chair official and a line official.
- 2. The official's responsibilities are to enforce the rules and to prevent injuries (see figure A3-2). Their decisions are final. The official's jurisdiction begins with the initial briefing and terminates with the end of the match.
- 3. The chair official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

SECTION IV: PLAYERS

1. NUMBER OF PLAYERS:

- a. All team members must be available for rotation during the volleyball game or be officially excused.
- b. The minimum number of players required to play a match is nine. If a team cannot provide the minimum number for a match, that team must forfeit. If a team cannot play all sixteen members, the opposing team has the option of eliminating the number of players to equal their opponents' team strength or may opt to play all team members.
- c. The position of the players where the line-up is checked prior to the start of each game, shall be as indicated on the court diagram (see figure A3-1).

NOTE: When the ball is served, players must be in their relative position. There can be no overlap of players to either side or from front to rear.

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- d. The team captain of the receiving team may request permission to back up one position after the line-up is checked and prior to the start of the game.
- 2. INJURED PLAYERS. If an injury occurs to any player, an official time out will be called. If an injured player leaves the game, the player may re-enter the same game or succeeding games once and only once in the original line-up position relative to other players on the team. The chair official may call play over for a serious injury.
- 3. PLAYERS EQUIPMENT. Watches and large rings must be removed before play. Hard-billed caps will not be worn. Eye glasses should have non-breakable lenses and be secured by an elastic band or wrap-around ear pieces. All players on the court should wear knee pads. All players must wear non-marking, athletic court shoes at the competition.

SECTION V: TIMING OF GAME AND TIME OUTS

- 1. LENGTH OF GAME. Play continues until one team has scored 12 points and has a two-point advantage. If a team does not have a two-point advantage, the game will continue until one team leads by two points, in which case that team will be the winner. A match is worn by the team that wins three out of five games.
- 2. TIME OUTS. Each team is allowed two time outs per game. A time out shall not exceed one minute.
 - a. Any team member on the court may call a time out during a dead ball. If a team calls time out prior to the ball's being halted on the serve and gets the official's attention, it is legal. Officials will, when asked, advise teams of how many time outs they have taken.
 - b. In the event of an injury, officials will stop play and direct a play-over.
- 3. TIME BETWEEN GAMES. The rest period between games shall not exceed three minutes. Play may be resumed prior to the end of the three minute rest period if both teams agree. Officials will give a 30-second warning prior to the start of each game and a two-minute warning prior to the start of the match.
- 4. START OF PLAY. When the official indicates play should start, each team captain will have 10 seconds to acknowledge the team is ready to play. If a team is not ready to play, a time out will be charged.

SECTION VI: PLAY OF GAME

1. NORMAL PLAY:

- a. Coin Toss. Prior to the start of a match, the chair official shall conduct a coin toss with the captain of the two teams to determine the choice of serve or playing area. The winner has the choice of serve or court; the loser gets the remaining choice. The first serve of each game will be alternated in subsequent games.
- b. Start of Game. A game begins when the first server of game serves the ball.
- c. Serve. The server has 10 seconds to serve the ball from a position behind the end line and within the serving area. The ball may be struck with open or closed hand, under or overhand, or with any part of the arm. A foul shall be called if, at service impact, any part of the server's body touches the court, boundary line, or imaginary extension of the specific serving area (see figure A3-1). A part of the server's body may be in the air over or beyond these lines. The server shall continue to serve until side out is declared.
- d. Change of Position. Players (except server) must be in their relative positions when the server strikes the ball. After the ball has been served—moment of impact—players may change position with any other player in the same row, however, a player may not change position between front, middle, and back rows.

NOTE: This rule does not prevent a player from playing a ball from any position on the court. However, a player may not maintain a position in a row other than that designated during a play.

- e. Rotation. After a side out, the team receiving the ball for serve shall rotate before serving. The player coming off the court shall enter the end of the rotation line. All 13 members will rotate into play and no change of relative position in the rotation line is allowed.
- f. Playing the Ball. The ball may be hit by any part of the body above and including the waist.
- g. One Play. A player shall not play the ball twice in succession except when blocking or while making an attempt to play a hard driven spike.

NOTE: A player effecting a block may make the team's second hit.

h. Simultaneous Contacts by Teammates. Simultaneous contacts by teammates shall be considered as one play. Players involved in simultaneous contact may not play the ball until another player not involved in the simultaneous

Attachments A3 - Page 3

contact has played the ball. If simultaneous contact occurs while blocking, either blocker may make the second hit.

- i. Number of Plays. A team may not play the ball more than three times before returning it over the net.
- j. Recovery from Net. A ball may be played from the net.
- k. Ball Contacting and Crossing the Net. A ball other than a serve may touch the net within or on the tape markers when crossing the net to enter the opponent's playing area.
- l. Ball Considered Crossing Net. When only part of the ball crosses the net and is contacted by an opponent, it is considered as having crossed the net. Any ball legally contacted by blocker(s) on their opponents side of the net, may be considered to have legally crossed the net.
- m. Player Leaving the Court. A player may leave the court only for the purpose of playing the ball provided the player does not cross beyond the imaginary extension of the center line. A player may not maintain a position off the court.
- n. Ball Touching Boundary Lines. A ball striking a side line or back line is in bounds. A ball touching the vertical wand intersecting its imaginary extension, or touches the tape marker, is out.
- o. Change of Court. Teams shall change courts at the end of each game. When a fifth game of a match is necessary, either team captain may request a change of court during any dead ball from when the first sixth point of the game is scored. An officials' time out will be called and the teams will change courts. Players must remain in their same relative position held prior to the court change. Only one change of court is allowed.
- p. Safety Call. A safety call will be called anytime, if in the judgment of the officials, a player or players are in danger of being injured. If an outside interference such as a ball other than the game ball rolls on the court, the officials will call for a play-over. If the players on the court cause the dangerous situation such as hitting the ball toward the spectators, benches, net supports, or the official's chair, a point or side out will be assessed against the offending team.

2. INFRACTIONS (FOULS and ERRORS):

a. Fouls. A foul is an act of violating a game rule. A foul is committed when a player:

- (1) Plays the ball on the opponent's side of the net except when blocking a spike or intended spike. ("Offensive play over the net.")
- NOTE: A player may follow through over the net providing the player first contacts the ball on their side of the net.
- (2) Touches the net, cable, supports, or official's chair. ("Into the net.")
- NOTE: When the ball strikes the net so as to drive the net into a player, the player shall not have violated this rule. This is the only exception to touching the net.
- (3) Reaches under the net and interferes with an opponent's play by touching the ball or an opponent. ("Interference.")
- NOTE: Any part of a player's body may go under the net legally providing the net center line or opposing team's court is not touched. ("Over the center line.")
- (4) Completely crosses beyond center line or its imaginary extension (see dotted line, figure A3-1).
- (5) If out of position or overlaps another player, in the same row, or between rows, when the ball is served. ("Front to-back overlap or side-to-side overlap.")
- NOTE: Overlap applies to the part of a player's body that is in contact with the ground. Parts of the body not in contact with ground may overlap. Overlap does not apply to the server.
- (6) Spikes or blocks in front of the 7 1/2 foot line when not in a front row playing position. ("Illegal spike or illegal block.")
- (7) Touches on or in front of the 7 1/2 foot line when executing a middle or back row spike. ("Illegal spike.")
- (8) Displays unsportsmanlike conduct. ("Unsportsmanlike conduct.")
- (9) While serving, touches the lines bounding the service area or the ground outside this area at the instant the ball is contacted when hit for the serve or at take-off for a jump serve. ("Foot fault.")
- (10) Re-enters the game more than once. ("Illegal substitution.")
- (11) Re-enters the game in a position other than original relative position. ("Out of position.")

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- (12) Commits any action which, in the opinion of the officials, causes an unnecessary delay of the game. ("Delay of game.")
- (13) Harasses the opponents ("Harassment.") NOTE: Screening during the serve is not harassment.
- (14) Not in the game line-up (for example, ball shagger, substitutes, etc.) touches the playing area, interferes with opponents, of officials, or the ball..(" 10 players.")
- NOTE: Team captain must assign ball shaggers to cover the boundaries of the playing area and will retrieve dead balls. If the game is delayed because of no ball shagger, a point or side out will be awarded to the opposing team.
- (15) Calls for the third time out in a game. ("Illegal time out.") $\,$
- NOTE: This third time out will be allowed, however, a point or side out will be awarded to the opposing team.
- (16) Addresses official when not the team captain, except to call for a time out. ("Player other than the team captain addressing an official.")
- (17) Changes playing position between front, middle, and back rows. ("Playing out of position.")
- (18) Is off the court at service impact. A player is legally on the court when any part of the players foot is within or on the court boundary. ("Off the court.")
- (19) Leaves the second or third row to attempt a block. ("Illegal block.")
- (20) Serves out of turn. A side out shall be declared, and any points won while the player served will be declared void. The team must regain proper position before the opponents serve. If a player serves out of turn and it is not noted by the officials until after the opposing team has gained possession and served, there shall be no loss of points. ("Illegal serve.")
- (21) Coaches from the sidelines. (This includes giving advice as to whether a ball will fall in or out of bounds to active team members.)
- (22) Fails to get in position to serve as soon as possible after receiving the ball. ("Delay of game.")
- (23) Fails to serve the ball within 10 seconds after being judged able to serve. ("10 seconds.")

- (24) Leaves the court during the course of play other than for the purpose of playing the ball or maintains a position off the court during play. ("Off the court during play.")
- (25) Attack the serve. Front row players may not attack the serve, i.e., make a play on the ball while it's still above the top level of the net. This includes blocking the serve. ("Attacking the serve.")
- (26) Is out of position when score keeping. ("Scorekeeper out of position.")
- (27) Is out of position or fails to perform duties when shagging. ("Shagger not performing duties.")
- b. Errors. An error is a lack of playing proficiency. The player commits an error when:
- (1) The ball visibly comes to rest on any part of a player's body (including closed fist) so that it is held, thrown, caught, or rolled. The ball must be clearly hit so that the impact causes a crisp rebound. ("Carry.")
- (2) The ball is played with an underhand motion with an open hand except when serving. (A crisp impact with the heel of the hand is not an error.) ("Carry.")
 - (3) The ball is hit out of bounds. ("Out.")
- (4) The ball is not returned to the opponent's court in less than four hits. ("Four hits.")
- (5) A double hit occurs. A player cannot play the ball more than once until it has touched another player except after effecting a block. A player effecting a block may take the team's first hit. Inadvertent successive hits are legal when receiving hard driven spikes and count as only one of the team's three hits. ("Double hits.")
- (6) Failing to make a good serve. A side out shall be called if the ball touches the net; passes under the net; lands outside the boundary lines without being touched by an opponent; touches a teammate, or official. ("Bad serve.")
- (7) The ball is served or returned completely outside the wand or tape marker, or passes through the imaginary vertical extension of the wands, or strikes the post, chair, or any portion of the net or cable outside the tape markers. (If the ball touches the tape marker, the ball is out.) ("Out.")
- (8) The ball is struck with any part of the body below the waist. ("Below the waist.")

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(9) Ball comes to rest between two opponents. ("Hold ball.")

MISCELLANEOUS:

- a. Unsportsmanlike Conduct of Spectators. The chair official has the prerogative to remove from the playing area any spectators who make derogatory comments to the playing team members. Spectators may cheer for their favorite team, but may not harass players on the court.
- b. Rules Interpretation. Officials will recognize requests by team captains for rule interpretations. The team captain must request a "rules interpretation" immediately after the rules infraction occurs—and before the next service impact. The chair official will clarify the interpretation of the rule.

This is an official's time out and will not count as one of the two time outs allowed each team per game; however, the teams must be ready to play immediately after the chair official tells the team captains the rules interpretation.

- c. Talking with Officials. To facilitate communication between officials and players, players should use these phrases when talking with an official:
 - (1) For the team captain:
 - (a) "Ready" when asked if he/she is ready to play.
 - (b) "Request backup" when requesting a backup rotation prior to acknowledging ready to play when asked by the chair official at the start of the game (receiving team only).
 - (c) "Rules interpretation" when requesting the chair official to interpret a rule.
 - (d) "Request court change" when requesting the teams change courts during the fifth game.
 - (2) For team members:
 - (a) "Time out" when requesting a team time out (on-court players only).
 - (b) "Substitution" when requesting a substitution.
- d. Time Out Offenses. The chair official will charge a team with a time out under these circumstances:

- (1) The team violates the procedures for making substitutions as described above.
- (2) The team captain fails to acknowledge within 10 seconds that his/her team is ready to play (at the start of a game and after time outs).
- (3) The team's line-up card or relative position of lineup at the start of the game is incorrect. For example, if the receiving team gets out of rotation during backup before the start of a game, officials will assess a time out against the team to correct a rotation. If either team is out of position at service impact after the start of the game, the officials will assess a point or side out against the offending team.
- (4) The team captain fails to give the line official a line-up card at the 30-second warning before a game.

4. SCORING:

- a. Point or Side Out. The penalty for a foul or error shall be point or side out, as applicable. In case of unsportsmanlike conduct, the chair official has the option of removing the offending participant(s) from the game.
- b. Foul Takes Precedence. When a foul and an error occur simultaneously, only the foul shall be penalized.

NOTE: First Foul Preference. In the event two fouls are committed by opposing players, the foul first committed shall be penalized. A double foul shall be called when opposing players commit a foul simultaneously.

SECTION VII: POSTPONED GAMES

NO GAME AND NO MATCH. If the game or match is halted because of wind, weather, or any other circumstances beyond the official's control, the following rules will apply:

- a. If play is temporarily suspended at any time during the match, play will continue where it left off. The score, relative player position, serve, and all other conditions will be resumed as they were when play was suspended.
- b. If play is suspended at any time and cannot be restarted, then "No Game" shall be declared. The results of the completed games will be discarded and the volleyball event will not count toward team standings.

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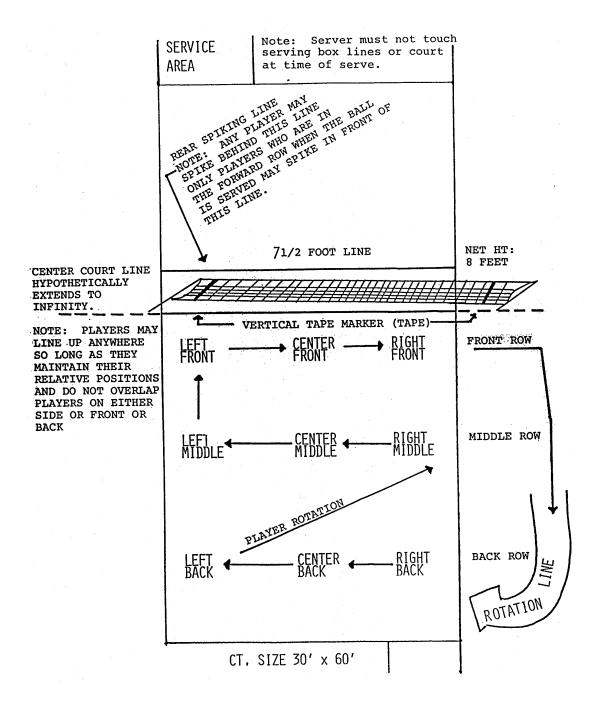


Figure A3-1. Court Layout and Rotation

Attachments A3 - Page 7



Figure A3-2. Sample of Official's Signals

A4 - Page 1 Attachments

SAMPLE CADET BOWL COMPETITION QUESTIONS

Questions for the FWDT written examination and panel quiz are based on aerospace education requirements in Phase I and II of the cadet program; leadership laboratory requirements in Phases I and II; a general knowledge of the CAP corporation including history, mission, and organizational structure; and current aerospace-related events. Sources include CAPM 50-1, Introduction to Civil Air Patrol; Leadership: 2000 and Beyond; the cadet aerospace education textbook; and for current events, network aerospace-oriented programs/news, magazines, wire-service stories, and the CAP News. Sample questions are listed below

The following are examples of the types of questions used on the written exam for the Florida Wing Cadet Competition. These questions are taken from CAPM 50-1, Introduction to Civil Air Patrol; Leadership: 2000 and Beyond; and the cadet aerospace education textbook.

- 1. On which of the following uniform items is the wing shoulder patch not worn?
 - a. Shirts worn as undergarments
 - b. Overcoat
 - c. Work utility coat
 - d. Flight suit
- 2. A CAP color guard that will carry the U.S. flag and the Civil Air Patrol flag is composed of how many personnel?
 - a. 4 b. 6 c. 8 d. 12
- 3. What is the term for the point at which an orbiting satellite is closest to its parent body?
 - a. Apogee b. Perigee c. Apex d. Base
- 4. What is the name of the United States corporation that produces the largest number of light aircraft per year?
 - a. Beech b. Piper c. Cessna d. Swiegertvation
- 5. Which planet in our solar system is farthest from the sun?
 - a. Saturn b. Pluto c. Earth d. Neptune

The following are examples of the types of questions used in the Panel Quiz at the Florida Wing Cadet Competition. These questions are taken from CAPM 50-1, Introduction to Civil Air Patrol; Leadership: 2000 and Beyond; and the cadet aerospace education textbook.

TOSS-UP QUESTIONS: These questions are very general in nature stressing instant recall of facts. Discussion between team members is not allowed.

- 1. The official nickname of the F-15 is the Eagle. What is the official nickname of the F-14.
- 2. Who is the current Secretary of the Air Force?
- 3. A CAP color guard that carries both the U.S. flag and the CAP flag is composed of how many personnel?
- 4. The term that describes the point at which an orbiting satellite is closest to its parent body is known as what?
- 5. Name the USAF transport aircraft retired this year from the active Air Force inventory.

BONUS QUESTIONS: These questions are generally intended to be more difficult. Discussion between panel members is allowed.

- 1. The angle of incidence or angle of wing setting is measured with respect to which axis of rotation?
- 2. Name two of the space shuttle crewmembers aboard the Challenger when it exploded January, 1986.
- 3. What type of cadet enlisted grade is authorized for wear on the utility uniform and where on the uniform may it be placed?
- 4. Give the names and ranks of CAP's current National Commander and Executive Director.
- 5. Of the six types of precipitation, name four.

Chapter 3

FLORIDA WING COLOR GUARD COMPETITION

3-1. General.

- a. This chapter describes the format and procedures for conducting the Florida Wing Color Guard Competition (FWCG). To be eligible to compete in the FWCG, a team must ensure that a CAPF 7, Cadet Listing for Special Activities (dated Nov 96), listing the CG team arrives at FWHQ CAP/CP no later than 1 October. The CAPF 7 must include name, rank, CAPSN. unit charter number, and home address of the four cadets, the escort(s) along with the business telephone numbers of the team escort(s). The unit commander is responsible for providing a photocopy of each team member's current CAPF 59-1 showing the certifications of achievements earned to date. These forms will be provided to the FWCC staff during check-in process prior to the event. These forms are necessary in order to certify the appropriate achievement for the physical fitness portion of the competition. Failure to submit to appropriate phase certification form for a team member will result in their recordation as an Achievement 8 cadet for the purposes of the physical fitness competition.
- b. The FWCG is based on traits of leadership and personal responsibility. Any behavior contrary to the highest standards will not be tolerated and may result in an individual team member or an entire team being disqualified.
- c. Because the CAP regulations pertaining to the movements and ceremonies associated with color guards are not very specific. Air Force Manual 36-2203, *Drill and Ceremonies*, CAPR 900-2, *Use of Civil Air Patrol Seal and Emblem: Use and Display of the United States Flag and Civil Air Patrol Flags*, and the attachments to this chapter will be used as the basis of this competition. Judges will use these manuals and the attachments as a basis for Scoring.

3-2. Participants.

- a. Each color guard team is limited to four cadets. The color guard will consist of two flag bearers and two guards. All cadets must be listed on the September Monthly Membership Listing (MML) prior to the competition.
 - (1) A team will ideally consist of two airmen and two NCOs as reflected at the time of the FWCG. Cadets being processed for their Mitchell and cadet officers are not permitted to participate in this competition.
 - (2) Once the competition has begun, no team member may be substituted for any reason (unless special permission is granted by the project officer).

- b. Each color guard must be accompanied by an escort of the same sex as the cadets on the team, If both male and female cadets are on a team, a male and a female escort must accompany the team.
- c. The unit commander of a competing team or a designated representative. (A designated representative for the unit commander should be used when the unit commander is unable to personally attend the FWCG.)

3-3. Spectators.

All CAP members are encouraged and invited to attend the FWCG.

3-4. Uniforms.

- a. Color Guard Uniform. All uniform items must be worn in accordance with CAPM 39-1, *Civil Air Patrol Uniform Manual*.
 - (1) The authorized uniform for male cadets is the short-sleeve blue shirt (with epaulets), blue tie and blue trousers. For female cadets, the authorized uniform is the short-sleeve blue blouse, blue tab and blue slacks. Ribbons will be worn. The above uniforms are to be worn for the drill portions of the competition, the written exam, and the awards banquet/ceremony. All members of a team must be in the same style shirts, trousers/slacks and each will wear the same style headgear.
 - (2) While "military creases" are prohibited, the normal creasing of the shirts would allow the wing patch to be creased. The intent is to prohibit the Marine Corps style of creasing, which is not allowed in our regulations.
 - (3) Teams may wear only the optional items of the white flag-carrying belt (CAP Bookstore item #1018) and white pistol belt & buckle set (CAP Bookstore item #1018b). No helmets, scarves, boots, white boot laces, leggings, gloves, swords, or the like, will be permitted without penalty.
 - (4) Inoperable marching/parade rifles are required, but will not be provided at the competition.
 - (5) Each team must bring and carry the United States flag and their respective unit flag as they will not be provided at the competition.

b. Physical Fitness Uniform. Males will wear athletic shorts, T-shirts, an athletic supporter, running shoes, and socks. Females will wear athletic shorts, T-shirts, undergarments, running shoes, and socks. Teams may choose to wear warm-up suits as outer garments during appropriate events.

3-5. Events.

The competition consists of five events that are broken into three areas: drill, knowledge, and physical fitness.

- a. The drill section of the competition has three parts, an inranks inspection, a color guard standard drill competition, and a color guard practical drill competition.
 - (1) In-ranks Inspection.
 - (a) The color guard will march from the start point onto the drill field from the chief judge's right, in all color guard accessories with the exception of the flags. The team will halt 12 paces from and centered on the chief judge (guards are at right shoulder arms). The alternate will follow two paces to the rear and centered on the color guard for the inspection. The color guard commander will command. "Half Left About, MARCH," "HALT," and "Present, ARMS." The color guard commander will then eport by saying, "Sir/Ma'am, the _______ Squadron Color Guard reports for inspection."
 - (b) The chief judge will return the salute, and the color guard commander will command, "Order, ARMS." The team will then be inspected by the judges.
 - (c) After the inspection has been completed, the chief judge will inform the team commander, and the commander will command, "Present, ARMS." The judges will return the salute, and the commander will command. "Order, ARMS", "Right Shoulder, ARMS" and march the team off the field to the chief judge's right.
 - (d) The inspection will be scored on the following criteria:
 - ? Report for inspection
 - ? Grooming standards
 - ? Military bearing
 - ? Proper wear of the uniform
 - ? Cleanliness and neatness of uniforms and color guard equipment
 - ? Correct color guard equipment
 - ? Overall appearance of the team
 - ? Proper execution of movements

- (2) Color Guard Standard Drill Competition.
- (a) The color guard will march from the start point onto the drill field from the judge's right in all color guard accessories. The team will halt 12 paces from and centered on the chief judge (guards are at right shoulder arms). The color guard commander will command, "Half Left About, MARCH," "HALT," and "Present, ARMS." The color guard commander will then report by saying, "Sir/Ma'am, the _____ Squadron Color Guard reports for drill."
- (b) After the chief judge returns the salute and says, "Continue the drill," the commander will proceed with the drill routine (see Attachment 4).
- (c) The color guard will perform the following commands in order:

Order, Arms - Flag at Order
Parade. Rest - Flag at Parade Rest
Attention
Port, Arms - Flag at the Carry
Right Shoulder, Arms
Present, Arms
Order, Arms
Right Shoulder, Arms
Forward, March
Half Left About, March
Right About, March

pad]
Half Right About, March
Left About, March
Half Left About. March
Eyes. Right – [For the chief judge]
Ready, Front - [March off the drill pad to
Starting point –do not report out]

Half Right About, March - [March to far side of drill

- (d) The color guard standard drill will be scored on precision and execution of movements, cadence, command voice of the commander, military bearing, proper sequencing of the commands, and reverence to the colors.
- (e) Each team will have a minimum of 3 minutes and a maximum of 5 minutes for this part of the drill event.

- (3) Color Guard Practical Drill Competition.
 - (a) Indoor Presentation of Colors.
 - 1. The color guard will form up with all color guard accessories. Then only the color guard commander (without flag) will report to the chief judge and say, "Sir/Ma'am, the Squadron Color Guard reports for the presentation of the colors." The chief judge will return the salute.
 - 2. The team will then be given a 5-minute period to assess the layout of the room. At the conclusion of this timed period, the color guard will be reformed, and the commander will return to the chief judge and salute. The chief judge will return the salute, and order the posting of the colors.
 - 3. The color guard will post the colors. After the colors have been posted, the color guard will retire to the back of the room. The team commander will then step forward, salute and say, "Sir/Ma'am, the colors have been posted." The chief judge will return the salute and reply, "Retrieve the colors." Once the colors have been retrieved, the team will exit the room.
 - 4. There is no limit on the amount of time the color guard has to post and retire the colors.
 - (b) Outdoor Presentation of Colors.
 - 1. The color guard will form up. Then the color guard commander will report to the chief judge by saying. "Sir/Ma'am. the _____ Squadron Color Guard reports for the presentation of the colors." The chief judge will return the salute and hand the flag to the color guard commander.
 - 2. The color guard will be required to march to the flagpole with the flag cased. They will raise the flag to half-mast, and then lower the flag, following the proper protocol in the aforementioned manuals, with or without music playing.
 - 3. After the flag has been lowered, the team must refold the flag and march to the chief judge. The commander will command, "Present, ARMS" and hand the flag to the chief judge, who will then return the salute. The commander will command, "Order, ARMS" and march off the area designated for this part of the drill event.

- 4. All four members will participate in the raising and lowering of the flag.
- 5. There is no limit on the amount of time that the team has to complete this part of the drill event.

b. Knowledge.

- (1) This event will consist of a written exam administered to all cadets simultaneously.
- (2) The exam will consist of 50 to 100 multiple-choice questions selected from the following areas:
- (a) Leadership requirements of Phases I and II of the cadet program (*Leadership: 2000 and Beyond*, Volume 1. Chapters 1-4).
- (b) General knowledge of the CAP Corporation, its missions, history, color guard movements, commands and procedures (AFMAN 36-2203, CAPR 900-2. CAPR 39-1, CAPM 50-18, *Cadet Physical Fitness Test Manual*, and the FWCG Manual of Arms [see attachment A7]).
- (3) All cadets will have a maximum of 90 minutes to complete the exam.
- (4) The scoring of this event will be cumulative in order to determine the rank placement of the teams.
- c. Physical Fitness. Please refer to paragraph 3.1a regarding the submission of phase certification forms for each team member.
 - (1) The Cadet Physical Fitness Test (CPFT) will be used in this event. It consists of timed sit-ups, a timed mile run, and a sit-and-reach test. The CPFT will be administered to all team members. The team placement will be based on the final score, which is a combination of the actual scores attained by the team members versus their required achievement scores. The score for each cadet is the difference between his/her actual score and his/her required achievement score (see the Achievement to Point Conversion Table in attachment A5, points taken from CAPF 66 dated 2 JAN 99), and is based on a 300-point scale. A modified CPFT Score Table is contained in attachment A5 of this manual.
 - (2) Those participants in physical fitness Category I (as defined by CAPM 50-18) choosing not to participate in any part of the CPFT will receive a zero raw score for that particular event.

- (3) Those participants in physical fitness Category II (as defined by CAPM 50-18) must participate in each of the CPFT events or receive a zero raw score for each event missed.
- (4) Those participants in physical fitness Category III (as defined by CAPM 50-18) will need to bring their physician's certification of being permanently restricted from participation in the physical fitness portion of the competition. These cadets may substitute the swim alternative (as defined by CAPM 50-18) for the mile run. The team's Group Commander must certify the swim alternative time prior to the cadet's arrival for the FWCG. The swim alternative must occur within 30 days of the beginning of the FWCG. This time certification must be turned in to the project officer before the conclusion of the scheduled team leaders meeting or accept a zero raw score for the event.
- (5) In the event of a first-place tie, individual team member actual scores will be summed for a team cumulative actual score. The team with the highest cumulative actual score will determine the winner. However, in no case will the scores given on tie-breaking performances affect the rank placement score.
- (6) Cadets must be in appropriate physical fitness attire for this event.
- (7) See attachment A6 for the sample color guard competition scoring record.
- (8) Team escorts/adult spectators will assist by recording times for the mile run, counting number of sit-ups performed or recording distances stretched as requested by the project officer. Team escorts/adult spectators will not perform these duties on their own team or any team the team escort/adult spectator is affiliated.

3-6. Sequencing of the Competition.

Prior to the start of the competition, the order of appearance of the teams will be randomly selected by the judges and/or the project officer.

3-7. Size of the Drill Field.

The drill field will be 80 feet by 120 feet, not including the chief judge's position.

3-8. Judging Officials.

a. To ensure the most objective evaluation of all events, a minimum of three judges, to be chosen by the project officer, will be assigned. The project officer will also designate one judge as the chief judge. In no case, will a relative of any participating color guard member, nor any person who has any

affiliation with a color guard member or the color guard's unit, be selected.

- b. In addition to the three judges, a timekeeper and a recorder will be needed. The timekeeper's sole responsibility will be to time each of the events where time is a factor, and to notify the chief judge of that time. The recorder is responsible for collecting the judges' scoring records, checking records for accuracy, ensuring that the sheets are certified with the appropriate signatures and providing the individual score sheets to the project officer or designee for tabulation..
- c. The judges are responsible for familiarizing themselves with the standards for each event. All judges' decisions are final; they will not be up for debate or negotiation.

3-9. Scoring.

- a. Specific methods of scoring each event shall be left up to the project officer and the judges, in relation to the scoring criteria
- b. Each team will be given a place for each event. To determine the winner of the competition, each team's place per event will be ranked, and a final rank placement order will be determined.
- c. In the event of a tie, the tie breaker will be the score from the in-ranks inspection.

3-10. Penalties.

- a. Regardless of frequency, one 50 point penalty will be assessed for the events in the drill area of the competition as follows:
 - (1) Stepping out of bounds
 - (2) Not meeting the time requirements
 - (3) Performing commands out of sequence and/or skipping commands.
 - (4) Omitted objective requirements as outlined in attachment A6.

The penalty loss for the above three offenses is cumulative; maximum loss in points resulting from all three is 200 points (i.e.: the same 50 point penalty would be assessed for stepping out of bounds once or 10 times, a 50 point penalty would be assessed for not meeting the 3:00 minute minimum time requirement or exceeding the 5:00 minute time limit, a 50 point penalty would be assessed for not maintaining the sequence of the commands with one skipped command or misplaced command or 20).

Penalties assessed for the above will be taken from the chief judge's score sheet.

- b. If a team has fewer than 4 cadets present for the written examination, regardless of the reason, the cadet or cadets not present will receive a score of 0 points for the written examination.
- c. If a team has fewer than 4 cadets present for the physical fitness event, regardless of the reason, each cadet not present will receive a score of -90 points for the CPFT (this equates to a zero raw score).

3-11. Appeal of Judge's Decision.

Any judge's decision may be appealed to the chief judge. The cadet team commander, in writing, must present the dispute to the chief judge or the project officer within two hours of the dispute. The chief judge and the project officer will have handheld radios or other effective communication method to be readily available. The chief judge and project officer will meet with a board selected by the Florida Wing Director of Cadet Programs to discuss the dispute. The project officer will render a decision after breakfast the following day or within two (2) hours of notification if on the last day. The project officer's decision is final.

3-12. Awards.

- a. Competition Awards.
 - (1) An award will be given to the first, second and third place team for each event (in-ranks inspection, color guard standard drill, color guard practical drill, written exam, and physical fitness).
 - (2) First, second, and third place awards will be given to the teams that place respectively for the entire competition.
- b. Individual Awards.
 - (1) An award will be given to the cadet who attains the highest score on the Cadet Physical Fitness Test.
 - (2) An award will be given to the cadet who attains the highest score on the written exam.
 - (3) An award will be given for the "Outstanding Cadet of the Competition." This award will recognize the cadet who demonstrated top leadership qualities, appearance, and attitude throughout the competition.
 - (4) A "Spirit Award" will be given to the team that demonstrates the best spirit of the competition by displaying exemplary sportsmanship and morale throughout the competition.

A5 - Page 1 Attachments

Attachment 1 - CPFT Score Table

Point Score	Male Mile	Female Mile	Male Sit	Male Situp	Female Situp
125	5.15	6.45	15	106	104
124	5.18	6.48	14.5	105	103
123	5.21	6.51		104	102
122	5.24	6.54	14	103	101
121	5.27	6.57		102	100
120	5.3	6	13.5	101	99
119	5.33	7.03		100	98
118	5.36	7.06	13	99	97
117	5.39	7.09		98	96
116	5.42	7.12		97	95
115	5.45	7.15	12.5	96	94
114	5.48	7.18		95	93
113	5.51	7.21		94	92
112	5.54	7.24	12	93	91
111	5.57	7.27		92	90
110	6	7.3		91	89
109	6.03	7.33	11.5	90	88
108	6.06	7.36		89	87
107	6.09	7.39	44	88	86
106	6.12	7.42	11	87	85
105	6.15	7.45		86	84
104	6.18	7.48	10 5	85	83
103 102	6.21 6.24	7.51 7.54	10.5	84 83	82 81
102	6.27	7.57		82	80
100	6.3	8	10	81	79
99	6.33	8.03	10	80	78
98	6.36	8.06		79	77
97	6.39	8.09	9.75	78	76
96	6.42	8.12		77	75
95	6.45	8.15		76	74
94	6.48	8.18		75	73
93	6.51	8.21		74	72
92	6.54	8.24	9.5	73	71
91	6.57	8.27		72	70
90	7	8.3		71	69
89	7.03	8.33		70	68
88	7.06	8.36		69	67
87	7.09	8.39	9	68	66
86	7.12	8.42		67	65
85	7.15	8.45		66	64
84	7.18	8.48		65	63
83	7.21	8.51		64	62
82	7.24	8.54	8.5	63	61
81	7.27	8.57		62	60
80 79	7.3 7.33	9 9.03		61 60	59 58
79 78	7.33	9.03		59	58 57
78 77	7.36	9.06	8	58	56
76	7.42	9.09	U	57	55
75	7.45	9.15		56	54
74	7.48	9.18		55	53
73	7.51	9.10		54	52
72	7.54	9.24	7.5	53	51
71	7.57	9.27		52	50
70	8	9.3		51	49
69	8.03	9.33		50	48
68	8.06	9.36		49	47
67	8.09	9.39	7	48	46
66	8.12	9.42		47	45
65	8.15	9.45		46	44
64	8.18	9.48		45	43
63	8.21	9.51		44	42
62	8.24	9.54	6.5	43	41
61	8.27	9.57		42	40

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60	8.3	10		41	39
59	8.33	10.03		40	38
58	8.36	10.06		39	37
57	8.39	10.09	6	38	36
56	8.42	10.12		37	35
55	8.45	10.15		36	34
54	8.48	10.18		35	33
53	8.51	10.21		34	32
52	8.54	10.24	5.5	33	31
51	8.57	10.27		32	30
50	9	10.3		31	29
49	9.03	10.33		30	28
48	9.06	10.36		29	27
47	9.09	10.39	5	28	26
46	9.12	10.42		27	25
45	9.15	10.45		26	24
44	9.18	10.48		25	23
43	9.21	10.51		24	22
42	9.24	10.54	4.5	23	21
41	9.27	10.57		22	20
40	9.3	11		21	19
39	9.33	11.03		20	18
38	9.36	11.06		19	17
37	9.39	11.09	4	18	16
36	9.42	11.12		17	15
35	9.45	11.15		16	14
34	9.48	11.18		15	13
33	9.51	11.21		14	12
32	9.54	11.24	3.5	13	11
31	9.57	11.27		12	10
30	10	11.3	3	11	9
29	10.03	11.33		10	8
28	10.06	11.36		9	7
27	10.09	11.39	·	8	6
26	10.12	11.42		7	5
25	10.15	11.45		6	4

Achievement to Point Conversion Table

Cadet Level	Point Score	Total Point Score
1	30	90
2	32	96
3	37	111
4	42	126
5	47	141
6	52	156
7	57	171
8	62	178
9	67	186
10	72	201
11	77	216
12	82	231
13	87	246
14	92	261
15	97	276
16	100	291

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Color Guard Competition Scoring Record – Judge #_____

Color Guard - Standard Drill

Team	:													
Maximum Score: 1000	points													
Section I: Performance	e of Co	mmar	nds	Poor					Av	'g				Best
In-Place Commands	Crisp,	Together		10	20	30	40) :	50	60	70	80	90	100
Marching	Sharpne	ess, Disci	pline	10	20	30	40) :	50	60	70	80	90	100
Turning Movements	Steady	Cadence		10	20	30	40) :	50	60	70	80	90	100
								•	Tota	al for S	Section	n I: _		
Section II: Precision o				Poor					Av	g				Best
Alignment	Dress,	Distance		10	20	30	40		50	60	70	80	90	100
Uniformity	All tog			10	20	30	40		50	60	70	80	90	100
Cadence	Consist	ency		10	20	30	40		50	60	70	80	90	100
Posture	Natural	ness		10	20	30	40		50	60	70	80	90	100
								7	Cota	l for S	ection	II: _		
Section III: Military B	Bearing	3		Poor					Av	'g				Best
Voice Commands	C	risp, Tog	ether	10	20	30	40) :	50	60	70	80	90	100
Flag Procedures		Contro	ol	10	20	30	4(50	60	70	80	90	100
Poise	Es	pirit, Rec	overy	10	20	30	40		50	60	70	80	90	100
								T	otal	for Se	ction 1	III: _		
Objective Requiremen	ts													
Color Guard marches onto d		from chi	ef judge's	right wi	th all co	olor gua	ard ac	cessor	ies				Yes	No
Color Guard halts 12 paces f													Yes	No
Color Guard commander dir						_				f judge i	for drill		Yes	No
			Total N				_							
			-0 N		HK	117.	\cap)		11/1					
Command	<		(51	C	omma	nd		21		1	Con	nmand	l	
1. Order Arms	Yes	No	7. Order	Arms	IRE	2	'es	No	13.	Half Ri	ght Abo	out	Yes	No
2. Parade Rest	Yes	No	8. Rt Sho	ulder A	rms	$-\Psi \Lambda$	es	No	14.	Half Ri	ght Abo	out	Yes	No
3. Attention	Yes	No	9. Forwa	rd Marc	h _^_	7	Zes –	No	15.	Left Ab	out		Yes	No
4. Port Arms	Yes	No	10. Half I	Left Abo	out-		Zes .	No	16.	Half Le	ft Abou	t	Yes	No
5. Rt Shoulder Arms	Yes	No	11. Half	Left Abo	out		Zes .	No	17.	Eyes R	ight		Yes	No
6. Present Arms	Yes	/ No	12. Right		ZN 40 S		Zes -	No		Ready			Yes	No
		11/41	/ ,	- 3	Total	Num	ber o	of Mi	ssed	Comi	nands	:		
Section IV: Penalties	- /		2.3	0	THE T	30		1.7	E	-11				
Under minimum 3 minutes or	Over m	aximum	5 minutes		- X).		1	3 T				-50
Stepping out of bounds			47	1	/	- /		75	=	< 11				-50
Movements out of sequence	e \	1 1		1	Ty-	/			//	1//				-50
Objective Requirement Omit		1 1	\	1.7	Ser No	1		· /	7	$/\!\!/$				-50
<u>.</u>		//	1.	1			-	v~ //	Tot	tal Per	alties	:		
Comments		1	1	-		2	-	//	1/1	/				
Comments:		1//			V			1	//					
		1	CA				.00)Y//						

Attachments A6 - Page 2

Color Guard Competition Scoring Record – Judge #_____

Color Guard – Indoor Practical

Team:

Maximum Score: 1000 points

Section I: Pre-post/Posting of Colors		Poor		Avg							Best
Reporting In	Crisp, Clear, Professional	10	20	30	40	50	60	70	80	90	100
Voice Commands	Crisp, Clear, Professional	10	20	30	40	50	60	70	80	90	100
Movements	Turns, Steady Cadence	10	20	30	40	50	60	70	80	90	100
Honors	To Audience, To Flag	10	20	30	40	50	60	70	80	90	100
Flag Handling	Posting, Smoothing	10	20	30	40	50	60	70	80	90	100
Obstacle Avoidance	Smooth Flow	10	2.0	30	40	50	60	70	80	90	100

Total for Section I:

Section II: Retrieval of Colors		Poor		Avg							Best
Voice Commands	Crisp, Clear, Professional	10	20	30	40	50	60	70	80	90	100
Flag Handling	Retrieval	10	20	30	40	50	60	70	80	90	100
Movements	Turns, Steady Cadence	10	20	30	40	50	60	70	80	90	100
Obstacle Avoidance	Smooth Flow	10	20	30	40	50	60	70	80	90	100

Total for Section II:

Objective Requirements

<u> </u>		
Color Guard forms up with all color guard accessories	Yes	No
Color Guard Commander (alone and without flag) reports to Chief Judge	Yes	No
Color Guard ready within 5 minute time limit	Yes	No
Color Guard reforms. Color Guard Commander returns to Chief Judge and salutes	Yes	No
Color Guard posts colors, retires to back of room. Color Guard Commander steps forward and announces that	Yes	No
colors are posted		
Colors Retrieved	Yes	No

Total Number of "Yes" Objective Requirements:

Section III: Penalties

Movements out of sequence	-50
Omitting required movements	-50

Total Penalties:



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Color Guard Competition Scoring Record – Judge #____

Color Guard – Outdoor Practical

Team	ı:										
Maximum Score: 1000) points										
Section I: Presentation	on	Poor Avg								Best	
Report In	Crisp, Clear, Professional	10	20	30	40	50	60	70	80	90	100
March In	Crisp Turns, Steady Cadence	10	20	30	40	50	60	70	80	90	100
Rope Handling	Smooth Freeing, Securing	10	20	30	40	50	60	70	80	90	100
Flag Handling	Smooth Attachment, Securing	10	20	30	40	50	60	70	80	90	100
Raising/Lowering	Smooth Flow, Cadence	10	20	30	40	50	60	70	80	90	100
Folding	Smooth Flow, Cadence	10	20	30	40	50	60	70	80	90	100
March Out	Crisp Turns, Steady Cadence	10	20	30	40	50	60	70	80	90	100
Report Out	Crisp, Clear, Professional	10	20	30	40	50	60	70	80	90	100
Total for Section I:											
Section II: Military Bearing		Poor			Avg						Best
Proper Respect	Salute, Protection, Control	10	20	30	40	50	60	70	80	90	100
Conformance	Tightness, Red Hidden	10	20	30	40	50	60	70	80	90	100
Total for Section II:											
Objective Requirement	nts										
Color Guard forms up with all color guard accessories Yes									No		
Color Guard Commander reports to Chief Judge for outdoor presentation of colors Yes No									No		
Color Guard attaches and raises flag to top of flagpole then down to half mast, then up to top of flagpole, then Yes No										No	
lower and retrieve flag											
								Yes	No		
Color Guard Commander commands present arms, gives flag to Chief Judge, commands order arms, and departs indexing area									NO		
judging area Total Number of "Yes" Objective Requirements:											
Section III: Penalties	1// A. X - //		<u> </u>		1/2	7 1					50
Movements out of sequence									-50 -50		
Omitting required movements Total Penalties:									-50		
	1/4/.	- 33	40 G			10	tai i ci	iaities	•		
Comments: AIR PATROL AIR PAT											

Attachments A6 - Page 4

Color Guard Competition Scoring Record – Judge #_____

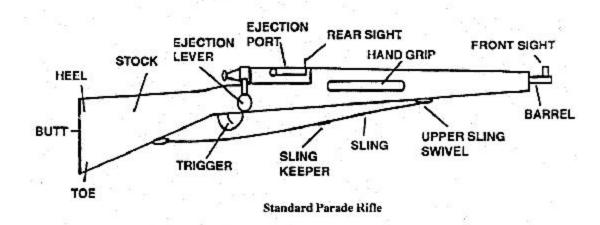
Color Guard - In Ranks Inspection

Team	•										
Maximum Score: 1000	points		_								
Section I: Uniform We	ear	Poor			Avg						Best
Appearance	Cleanliness, Creases	10	20	30	40	50	60	70	80	90	100
Alignment	Shirt/Trousers, Ribbons	10	20	30	40	50	60	70	80	90	100
Shoes	Shine, Condition	10	20	30	40	50	60	70	80	90	100
Headgear	Proper Placement, Insignia	10	20	30	40	50	60	70	80	90	100
						Tot	al for	Section	<u>n I:</u> _		
Section II: Personal A	nnearance	Poor	•		Best						
Grooming Grooming	Hair, Shave, Cosmetics	1007	20	30	40	A1 50	60	70	80	90	100
Conformance	Standardized, Appearance	10	20	30	40	50	60	70	80	90	100
Pockets	Smooth Appearance, Button	10	20	30	40	50	60	70	80	90	100
I Ucinow	billoom 11pr							Section			100
~ *** ************	~ •	~						/CC1-	· 11.		
Section III: Military B		Poor	'			Aı	v g				Best
Color Guard Equipment	Cleanliness, Proper Wear, Standardization, No non-	10	20	30	40	50	60	70	80	90	100
Color Guara Equipmen.	regulation Items										
Poise	Espirit, Confidence	10	20	30	40	50	60	70	80	90	100
Posture	Position of Attention	10	20	30	40	50	60	70	80	90	100
Objective Requirement								ection 1			· 1
Color Guard marches onto di								lags	!	Yes	No
Color Guard halts 12 paces f							-		!	Yes	No No
Color Guard Commander dire inspection	ects Half Left Adout, man,	, and Fre	esent Ai	ims, the	n report	ts to Cm	ef Juago	e for		Yes	No
Color Guard Commander rec	ceives salute from Chief Ju	ıdge and	d directs	order a	rms. Ins	spection	comme	nces		Yes	No
Color Guard Commander dir	rects present arms, order ar	ms, righ	at should	der arms	s and m	arches te	eam off	drill par	d to	Yes	No
Chief Judge's right	7/28//		X			2/10				<u></u>	
	// 6 Total	Numb	er of '	"Yes"	Objec	ctive R	equire	ements	3:		
Section III: Penalties	11.9/	1	20.00	R. Car	7/4	12	1				
Movements out of sequence	e /////	17	TALK!	M		1/1	_///				-50
Omitting required movement		<u> </u>		(32)	+	- 1 =	-11				-50
_	Z				_	To	tal Per	nalties	; :		
Comments:			1	-		 - -	} 				
Comments.	1 1 2	1	M.		∜						
					- /	/ //	/				
	(C)		The same of the sa		20	~//					
	LIV	11/ /	0.10	PAT	R	//					
		- F	41K	F.							

A7- Page 1 Attachments

FWCG MANUAL OF ARMS

1. General. This attachment contains procedures for executing the manual of arms with rifles for color guard teams.



- a. At the halt, all movements are initiated from order arms, which is the position of attention with the rifle.
- **b.** All precision movements are executed in quick-time cadence.
- **c.** *Port arms* is the key position assumed in most manual of arms movements from one position to another except *right shoulder arms* from *order arms* and *order arms* from *right shoulder arms*.
- **d.** Manual of arms movements are a combination of the position of *attention* and the procedures for the prescribed movement. Most manual of arms movements are executed with the head, eyes, and body in the position of *attention*.

2. Order Arms.

a. Assume order arms on the command, "FALL IN" or from parade rest on the command of execution,

"ATTENTION".

b. At *order arms*, maintain the position of *attention* with the rifle. Place the butt of the rifle on the marching surface, centered on the right foot, with the sights to the rear. The toe of the rifle butt touches the foot so that the rear sight and the trigger guard form a straight line to the front. Secure the rifle with the right hand in an "U" formed by the fingers (extended and joined) and the thumb. Hold the rifle at the front sight with the right thumb and forefinger pointed downward, and on line with the flat surface of the hand grip. Keep the right hand and arm behind the rifle so that the thumb is straight along the seam of the trouser leg (see Figure A7-1).

3. Rest Position.

- **a.** On the command of execution "REST" of *parade rest*, thrust the muzzle forward, simultaneously changing the grip of the right hand to grasp the barrel, keeping the toe of the butt of the rifle on the marching surface and the right arm straight (see Figure A7-1).
 - **b.** Execute at ease in the same manner as parade rest with rifle except turn the head and eyes toward the **commander**.
 - **c.** On the command "AT EASE" or "REST," keep the butt of the rifle in place as in *parade rest*.

Attachments A7 - Page 2

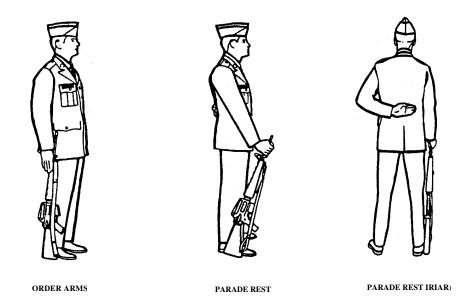


Figure A7-1. Order Arms and Parade Rest

4. Port Arms.

a. *Port arms* from *order arms* is a two-count movement. The command is "**Port, ARMS.**" On the command of execution "**ARMS**," grasp the rifle barrel with the right hand and raise the rifle diagonally across the body, keeping the right elbow down (without strain). With the left hand, simultaneously grasp the hand grip at the mid point of the rifle so that the rifle is about 4 inches from the waist. On the second count, re-grasp the rifle at the small of the stock with the right hand. Hold the rifle diagonally across the body, about 4 inches from the waist, with the right forearm horizontal and the elbows close to the sides (see Figure A7-2).



Figure A7-2. Port Arms

b. Order arms from port arms is executed in three counts. The command is 'Order, ARMS.' On the command of execution "ARMS," move the right hand up and across the body to the right front of the front sight, grasp the barrel firmly without moving the rifle and keep the right elbow down without strain. On the second count, move the left hand from the hand guard and lower the rifle to the right side until it is about 1 inch from the marching surface. Guide the rifle to the side by placing the forefinger of the left hand on the end of the barrel, fingers and thumb extended and joined, palm to the rear. On the third count, move the left hand sharply to the left side, lower the rifle gently to the marching surface (see Figure A7-3).

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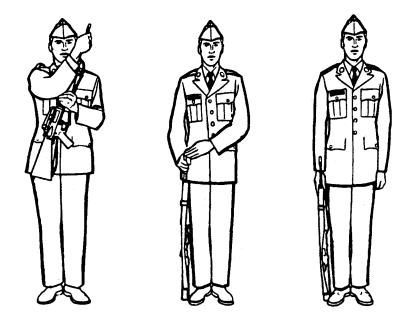


Figure A7-3. Order Arms

5. Present Arms.

a. *Present arms* from *order arms* is a three-count movement. The command is "**Present, ARMS.**" On the command of execution '**ARMS,**' execute *port arms* in two counts. On the third count, twist the rifle with the right hand so that the trigger is to the front and move the rifle to vertical position with the ejection port (bolt) about 4 inches in front of and centered on the body. Lower the rifle until the left forearm is horizontal; keep the elbows in at the sides (see Figure A7-4).

b. *Order arms* from *present arms* is a four-count movement. The command is "Order, ARMS." On the command of execution, "ARMS," return the rifle to *port arms*. Counts two, three, and four are the same as *order arms* from *port arms*.



IN FORMAION/INDIVIDUAL

Figure A7-4. Present Arms

Attachments A7 - Page 4

c. Port arms is assumed en route to or from present arms when going to or from right shoulder arms or left shoulder arms. Present arms from or to port arms is a one-count movement.

6. Right Shoulder Arms.

a. Right shoulder arms from order arms is a four-count movement. The command is, "Right shoulder, ARMS." On the command of execution, "ARMS", grasp the rifle barrel with the right hand and raise it diagonally across the body, keeping the right elbow down (without strain). With the left hand, grasp the hand grip just forward of the ejection port (bolt), ensuring the weapon is about 4 inches from the waist. On the second count, move the right hand from the barrel and grasp the heel of the rifle butt between the first two fingers with the thumb and forefinger touching. On the third count (without moving the head), release the grasp of the left hand (without changing the grasp of the right hand), twist the rifle so that the sights are up and place the rifle on the right shoulder. Keep the left hand's fingers and thumb extended and joined with the palm turned toward the body. The first joint of the left forefinger should touch the rear of the ejection port (bolt assembly). Keep the elbow down and keep the right forearm horizontal with the right upper arm against the side and on line with the back. On the fourth count, sharply move the left hand back to the left side as in the position of attention (see Figure A7-5).

b. Order arms from right shoulder arms is a four-count movement. The command is "Order, ARMS." On the command of execution, "ARMS," without moving the head and without changing the grasp of the right hand, press down quickly and firmly on the butt of the rifle with the right hand and twist the rifle (with sights up), guiding it diagonally across the body and about 4 inches from the waist. Grasp the rifle with the left hand at the hand grip just forward of the bolt assembly. On the second count, move the right hand up and across the body, approaching from the right front of the front sight assembly and firmly grasp the barrel without moving the rifle keep the right elbow down without strain. The third and fourth counts are the same as from port arms to order arms (see Figure A7-2).

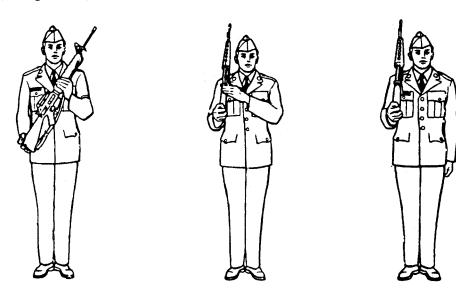


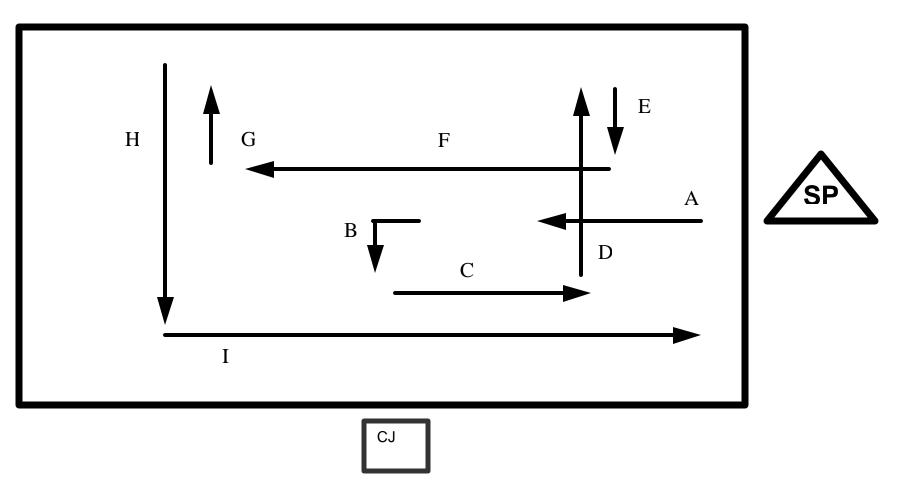
Figure A7-5. Right Shoulder Arms

7. Changing Positions.

- **a.** Right shoulder arms from port arms is a three-count movement. The command is "Right shoulder, ARMS." On the command of execution, "ARMS", release the grasp of the right hand and re-grasp the rifle with the heel of the rifle butt between the first two fingers, with the thumb and forefinger touching. Counts two and three are the same as counts three and four from order arms. When marching, the command is given as the right foot strikes the marching surface.
- **b.** Port arms from right shoulder arms is a two-count movement. The command is "**Port**, **ARMS**." On the command of execution, "**ARMS**," execute count one of order arms from right shoulder arms. On the second count, release the grasp of the right hand and re-grasp the rifle at the small of the stock and come to port arms. When marching, the command is given as the right foot strikes the marching surface.
- **c.** *Present arms* from *right shoulder arms*, while in formation is executed from the halt only. The command is "**Present, Arms.**" On the command of execution, "**ARMS**," come to port arms and then execute *present arms* (in one count) from *port arms*.
- **d.** To resume *right shoulder arms* front *present arms*, the command is "**Right shoulder**, **ARMS**." On the command of execution, "**ARMS**," execute port arms in one count and then execute the counts as prescribed from *port arms*.

Attachments A8- Page 1

FWCG DRILL ROUTINE



A: March On

B: Report – Execute Actions

C: Half Left About

B: Half Left About

E: Right About

F: Half Right About G: Half Right About

H: Left About

I: Half Left About – Eyes Right

March Off

SP: Start Point CJ: Chief Judge

Chapter 4

FLORIDA WING ALTERNATE'S COMPETITION

4-1. General.

- a. This chapter describes the format and procedures for conducting the Florida Wing Alternate's Competition (FWAC). To be eligible to compete in the FWAC, a unit commander must ensure that a CAPF 7, Cadet Listing for Special Activities (date Nov 96), listing each individual cadet arrives at FWHQ CAP/CP no later than 1 October. The CAPF 7 must include name, rank, CAPSN, unit charter number, and home address of the cadet(s), the escort(s) along with the business telephone numbers of the escort(s). The unit commander is responsible for providing a photocopy of each cadet's current CAPF 59-1, 59-2, or 59-3, as applicable, showing the certifications of achievements earned to date. These forms will be provided to the FWCC staff during checkin process prior to the event. These forms are necessary in order to certify the appropriate achievement for the physical fitness portion of the competition. Failure to submit to appropriate phase certification form for a cadet will result in their recordation as an Achievement 16 cadet for the purposes of the physical fitness competition.
- b. The FWAC is based on traits of leadership and personal responsibility. Any behavior contrary to the highest standards will not be tolerated and may result in a cadet being disqualified.
- c. The purpose of the FWAC is to provide the FWDT winning team and FWCG winning team with a pool from which alternates may be selected. These alternates will travel with the respective winning team to the next higher competition. The list will be comprised of the top 20 cadets participating in the FWAC.

4-2. Participants.

- a. Participants in the FWAC will consist of individual cadets from any unit within the Florida Wing as well as members of teams that are not selected to represent the Florida Wing at the next higher competition. All participants must be listed on the September monthly membership list prior to the competition.
- b. Two senior member escorts, selected by their respective unit commander(s) and will be responsible for any cadet in their care. NOTE: Units may pool resources by sending cadets from multiple units, under the supervision of a qualified pair of senior escorts. If the cadets are comprised of both male and female cadets, one male and one female escort will be required. Escorts will be billeted with their respective cadet(s), carrying out the responsibilities assigned to them by the project officer.

4-3. Spectators.

Spectators are invited and encouraged to attend the FWAC.

4-4. Scoring:

The written examination and measured mile run raw scores will be used as each cadet's score for each event. A combination of the two scores will be used for the overall order of placement on the FWAC list. In the event two cadets are tied, quality point scores may be used to determine placement.

4-5. Awards.

Awards for the FWAC will be provided by Florida Wing as listed below:

a. Event Awards:

- (1) Florida Wing Alternate's Competition Award—first, second, and third place in the overall competition.
- (2) Fleet Foot Awards—fastest run times for male and female.
- (3) Written Examination High Score Award—given to the cadet who scores the highest in the written examination.
- b. FWAC Outstanding Cadet Award. The FWCC staff will nominate the cadet who should be recognized for top leadership qualities, appearance, attitude, and demonstrated performance. The cadet chosen will be considered as most exemplary of the spirit of the competition. Input will be requested from each team for use in making this selection.

4-6. Uniforms:

- a. The authorized cadet uniform for male cadets will be the short sleeve blue shirt (with epaulets), tie, and blue slacks. For female cadets the authorized uniform is the short sleeve blue blouse with tab and blue slacks. Ribbons will be worn. The above uniforms are to be worn for the scored events, quality point events, and the awards banquet. The physical fitness uniform will be worn during CPFT and the volleyball serving trials
- b. Physical Fitness Uniform. Males will wear athletic shorts and shirts, athletic shoes, and socks. Females will wear athletic shorts and shirts, athletic shoes, and socks. Athletic shoes worn during the volleyball serving competition must be specifically designed for indoor court wear and have non-

marking soles. Running shoes or athletic shoes designed for outdoor use will not be worn, except during the CPFT. Knee pads are suggested during the volleyball serving competition, and participants wearing glasses should have them secured with a sports strap.

4-7. Events.

The FWAC consists of two areas, which will be termed as scored events and quality point events. The results of the scored events will determine the order of finish for the FWAC. The top 20 cadets participating in the FWAC will be placed on a list, which will be provided to the winning teams of the FWDT and the FWCG competitions. This list will include each cadet's name, home address and contact information, ranking in the FWAC, test score, CPFT scores, as well as their respective quality point scores.

a. Scored Events:

- (l) Written Examination. This event will consist of a written exam administered to all cadets simultaneously. The exam will consist of 50 to 100 multiple-choice questions selected from the following areas:
- (a) Leadership requirements of Phases I and II of the cadet program (*Leadership: 2000 and Beyond*, Volume 1. Chapters 1-7).
- (b) Aerospace requirements of Phases I and II of the cadet program.
- (c) General knowledge of the CAP Corporation, its missions, history, color guard movements, commands and procedures (AFMAN 36-2203, CAPR 900-2. CAPR 39-1, CAPM 50-18, *Cadet Physical Fitness Test Manual*, and the FWCG Manual of Arms [see attachment A7]).
- (d) All cadets will have a maximum of 90 minutes to complete the exam.
- (e) The scoring of this event will be cumulative in order to determine the rank placement of the cadets.
- (2) <u>Cadet Physical Fitness Test (CPFT)</u>. Please refer to paragraph 3.1a regarding the submission of phase certification forms for each team member.
- (a) The Cadet Physical Fitness Test (CPFT) will be used in this event. It consists of timed sit-ups, a timed mile run, and a sit-and-reach test. The CPFT will he administered to all cadets. The cadet's placement will be based on the final score, which is a combination of the actual scores attained by the cadets versus their required achievement scores. The score for each cadet is the difference between his/her actual score and his/her

required achievement score (see the Achievement to Point Conversion Table in attachment A5, points taken from CAPF 66 - dated 2 JAN 99), and is based on a 300-point scale. A modified CPFT Score Table is contained in attachment A5 of this manual.

- (b) Those participants in physical fitness Category I (as defined by CAPM 50-18) choosing not to participate in any part of the CPFT will receive a zero raw score for that particular event.
- (c) Those participants in physical fitness Category II (as defined by CAPM 50-18) must participate in each of the CPFT events or receive a zero raw score for each event missed.
- (d) Those participants in physical fitness Category III (as defined by CAPM 50-18) will need to bring their physician's certification of being permanently restricted from participation in the physical fitness portion of the competition. These cadets may substitute the swim alternative (as defined by CAPM 50-18) for the mile run. The cadet's Group Commander must certify the swim alternative time prior to the cadet's arrival for the FWAC. The swim alternative must occur within 30 days of the beginning of the FWAC. This time certification must be turned in to the project officer before the conclusion of check-in or accept a zero raw score for the event.
- (e) Cadets must be in appropriate physical fitness attire for this event.
- (f) Cadet escorts/adult spectators will assist by recording times for the mile run, counting number of situps performed or recording distances stretched as requested by the project officer. Cadet escorts/adult spectators will not perform these duties on their own cadets or any cadet the cadet escort/adult spectator is affiliated.
- b. Quality Point Events. Quality point events will be scored based on the individual cadet's standing amongst other competing cadets for the particular event. These scores will not be used during the selection of the top 20 FWAC cadet list; but they will be added to the final listings to provide the winning FWDT and FWCG with additional information for their respective choice of alternate(s).
 - (1) <u>Standard Drill.</u> Each cadet will be scored on precision and execution of movements, cadence, command voice, military bearing, and proper sequencing of the commands. Cadets will be expected to drill with other cadets for a minimum of 3 minutes and a maximum of 5 minutes for this part of the drill event.

An additional 100 points will be awarded to those cadets who memorize the 54 Command Sequence as contained in attachment A9 of this guide.

- (2) <u>In-ranks Inspection.</u> The inspection will be scored on the following criteria:
 - ? Report for inspection
 - ? Grooming standards
 - ? Military bearing
 - ? Proper wear of the uniform
 - ? Cleanliness and neatness of uniform
 - ? Overall appearance of the cadet
- (3) <u>Volleyball Serving Trials</u>. Each cadet will be afforded 10 opportunities to serve a volleyball on a competition sized volleyball court. The number of correct serves will determine each cadet's quality point score for this event.

4-8. Sequencing of the Competition.

Prior to the start of the competition, the order of appearance of the cadets will be randomly selected by the judges and/or the project officer.

4-9. Scoring.

Specific methods of scoring each event shall be left up to the project officer and the judges, in relation to the scoring criteria. Scoring sheets for quality point scored events may be published at some future time.

4-10. Appeal of Judge's Decision.

Any judge's decision may be appealed to the chief judge. The cadet must present the dispute, in writing, to the chief judge or the project officer within two hours of the dispute. The chief judge and the project officer will have hand-held radios or other effective communication method to be readily available. The chief judge and project officer will meet with a board selected by the Florida Wing Director of Cadet Programs to discuss the dispute. The project officer will render a decision after breakfast the following day or within two (2) hours of notification if on the last day. The project officer's decision is final.

A9- Page 1 Attachments

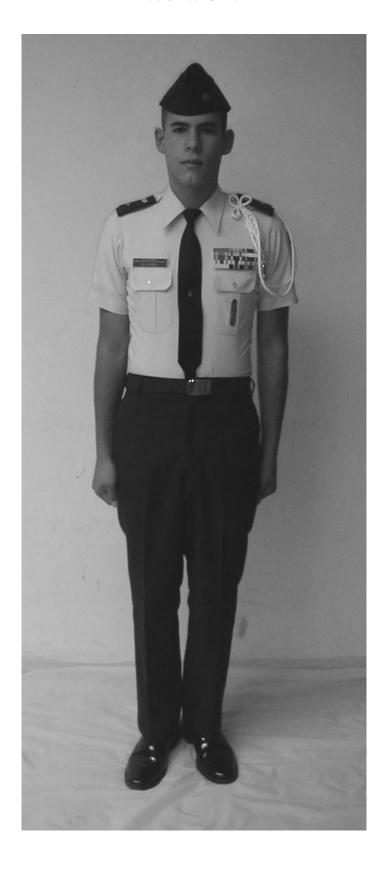
54 COMMAND SEQUENCE

- 1. Present Arms (Commander faces about and salutes reporting official, reporting official will then give the command "Continue the Drill", Commander will then face about and continue the 54 command sequence)
- 2. Order Arms
- 3. Parade Rest
- 4. Attention
- 5. Left Step March
- 6. Flight Halt
- 7. Forward March
- 8. Flight Halt
- 9. Right Step March
- 10. Flight Halt
- 11. Open Ranks March
- 12. Ready Front
- 13. Close Ranks March
- 14. Eyes Right
- 15. Ready Front
- 16. Right Face
- 17. Close March
- 18. Extend March
- 19. Left Face
- 20. Dress Right Dress
- 21. Ready Front
- 22. Right Face
- 23. Forward March
- 24. Change Step March

- 25. Count Cadence Count
- 26. Column Right March
- 27. Forward March
- 28. To the Rear March
- 29. Left Flank March
- 30. Right Flank March
- 31. To the Rear March
- 32. Close March
- 33. Forward March
- 34. Extend March
- 35. Forward March
- 36. Column Right March
- 37. Forward March
- 38. Right Flank March
- 39. Flight Halt
- 40. Forward March
- 41. Left Flank March
- 42. Column Right March
- 43. Forward March
- 44. Right Flank March
- 45. Left Flank March
- 46. To the Rear March
- 47. To the Rear March
- 48. Half Step March
- 49. Forward March
- 50. Column Right March
- 51. Forward March
- 52. Flight Halt
- 53. Left Face
- 54. Report

Attachments A10- Page 1

Male Officer Uniform



A10- Page 2 Attachments

Male Enlisted Uniform



Attachments A10- Page 3

Female Officer Uniform



A10- Page 4 Attachments

Female Enlisted Uniform



Attachments

			C	ADET LISTING FOR SPECIAL	ACT	TIVITIES									
ТО	TYPE OF ACT	IVITY	LOCATION		INCLUSIVE DATES OF ACTIVITY	ORIENTATION FLIGHT NUMBER									
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NOTES:

1. Use an asterisk (*) to indicate first time encampment attendence or selection for more than one special activity.

2. Indicate "C" for corporate or member-owned orientation flights, "M" for military orientation flights, and "D" for Drug Demand Reduction orientation flights.

3. All encampment reports are due to HQ CAP/CP NLT 30 days from the end of the encampment.

4. Legible and complete copies of this form can be faxed to HQ CAP/CP at (334) 953-6699 for processing

CAP Form 7, NOV 96

PREVIO

SIGNATURE OF ENCAMPMENT COMMANDER (Encampments, or

WING COMMANDER OR DESIGNEE (Orientation Flights, Special Activities & Flight Scholarships)